THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

SEPTEMBER 2018

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PAINT SPLATTER: BLOOD BOWL AND MIDDLE-EARTH PAINTING GUIDES!

THE RETURN TO MIDDLE-EARTH™

PELENNOR FIELDS AND A NEW EDITION OF THE MIDDLE-EARTH STRATEGY BATTLE GAME!

ALSO IN THIS ISSUE:

- KILL TEAM: ROGUE TRADER!
- SPACE WOLVES
- HALL OF FAME: JES GOODWIN
- WARHAMMER AGE OF SIGMAR DIORAMAS
- TWO BATTLE REPORTS
- ULTIMATE GUIDE TO... THE REALMGATE WARS
- AND MUCH, MUCH MORE!

THE SORCERESS

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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.

Editor
The Sorceress

Sorceres highlights in this issue:

FREEDOM

4

ALL or NOTHING !!!!!

MICHAEL HAUGEN WIESKE
Assistant Editor

Michael's been hoarding bits from Astra Militarum kits this month – it seems he got pretty excited about Kill Team and fancies building some more models for it.

Michael's highlight this issue:
"All the kill teams on page 106 – it was great seeing all the different ideas people had."

MELISSA HOLLAND
Digital Editor

Mel has just finished painting Snazzgar Stinkmullet. What's next on her painting table? "Brutes. A big mob of Brutes," says Mel. We guess it's Brutes, then…

Mel's highlight this issue:
"I like to create scenery, so the Interview with Dave was really enlightening and inspiring."

MATTHEW HUTSON
Lead Designer

Matt managed to get his hands on the new Reaver Battle Titan to add to a Warlord Titan he has already painted. Check out page 144 to see the finished models.

Matt's highlight this issue:
"I really enjoyed the interview with Dave Andrews – he has always been a hobby hero to me."

BEN HUMBER
Designer

Ben's been digging out his armies for The Lord of the Rings this month. Apparently it was the game that got him into the hobby.

Ben's highlight this issue:
"It's been great revisiting Middle-earth – I liked reading what Adam had to say about the new edition of the game on page 50."

SHAUN PRITCHARD
Reprographics Operative

Nurgle, Nurgle, Nurgle – that's all Shaun ever thinks about. Oh, and Nighthaunt – apparently he's got a few ghosts in his closet…

Shaun's highlight this issue:
"The Ultimate Guide to the Realmgate Wars – it's amazing how much happened across the realms in that story arc."

DAN HARDEN
Staff Writer

Dan has been painting test colour schemes for a future army. He's been told he isn't allowed to use any black paint. This made him sad.

Dan's highlight this issue:
"Chatting to Jes Goodwin for Hall of Fame (page 58) was great fun – he's always got some good banter in-between talking about models."

SIMON GRANT
Staff Writer

Simon has been waiting for this moment for a long time, sharpening his axe in anticipation of the return of his beloved Space Wolves!

Simon's highlight this issue:
"You may have heard that I love Space Wolves. Had you heard that I love Space Wolves? You must have by now, as I love Space Wolves."

MARTYN LYON
Photographer

Another big fan of Middle-earth, Martyn has been assembling Riders of Rohan this month. Many, many Riders of Rohan!

Martyn's highlight this issue:
"The Battle of Pelennor Fields Battle Report was awesome. I had great fun taking the pictures while Adam and Jay played the game."

JONATHAN STAPLETON
Photographer

Jonathan has returned to his T'au army this month. Longstrike currently watches over his desk from the turret of a Hammerhead.

Jonathan's highlight this issue:
"The Battle Report between Matt and Simon was great fun to watch. It was fun seeing the two of them antagonise each other, too!"

Email: team@whitedwarf.co.uk / Twitter: @whitedwarf / Facebook: whitedwarf

WHITE DWARF™

SEPTEMBER 2018

THE RETURN TO MIDDLE-EARTH

Back in 2001, the world was being awed by Peter Jackson's long-awaited film adaptation of the first part of J. R. R. Tolkien's *The Lord of the Rings*, *The Fellowship of the Ring*. In the world of hobby, something equally momentous was taking place, with Games Workshop releasing a brand-new game of the same name, the start of a groundbreaking adventure bringing the world of Middle-earth to life on the tabletop with armies of Citadel Miniatures. The formula was familiar enough to existing fans of Warhammer and Warhammer 40,000, but the connection to *The Lord of the Rings* brought the hobby to a whole new audience and *The Lord of the Rings* Strategy Battle Game, as it was then known, introduced collecting, painting, modelling and gaming to thousands upon thousands of brand-new hobbyists. The Middle-earth Strategy Battle Game has thus remained, for many hobbyists of a certain age, their first love, and it's been with us ever since.

This month, the game gets a brand-new edition. Perhaps you're one of those who first discovered the hobby through fighting battles in Middle-earth. Perhaps the game is new to you. Either way, this issue we have a host of features celebrating just what makes the game so special. Turn the page to see what else we've got in store for you this month...

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 over on the 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'.

SUBSCRIBE TO WHITE DWARF! SEE INSIDE BACK COVER FOR DETAILS

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START HERE

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

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62 The Battle of Pelennor Fields – where slaying a Mûmak still only counts as one kill.

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PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

THE HUNT BEGINS...

Welcome to Planet Warhammer, where we take a closer look at all the new miniatures, books and other gaming and hobby-related paraphernalia coming out over the next few weeks. Like last month, there's an eclectic mix of new stuff coming out, including models and books for Warhammer 40,000, Blood Bowl, Adeptus Titanicus, Kill Team and the Middle-earth Strategy Battle Game.

First up are the Space Wolves, who receive not only a new codex this month, but also a new miniature and a new upgrade frame. Hailing from the death world of Fenris, the Space Wolves are regarded by many as the most ferocious of all the Space Marine Chapters, but perhaps also the most noble and heroic (*according to Simon. – Ed*). The new codex is a great boon to the army, giving Space Wolves collectors even more options when building their armies. The new model – a Wolf Guard Battle Leader – comes in the new Tooth and Claw boxed set, which also features a host of Genestealer Cultists. There are new models for them in this set, too, but you'll have to turn to page 8 to see them. Oh, and don't forget the new Imperial Knight Preceptor, also out this month!

Add to this lot the Reaver Titan for Adeptus Titanicus, the Nurgle's Rotters team (and associated merchandise) for Blood Bowl, a stunning new expansion for Kill Team called Rogue Trader (yes, it's got what you expect in it and it will blow your minds) and the Battle of Pelennor Fields boxed game for the Middle-earth Strategy Battle Game and you've got one seriously exciting, jam-packed month. Phew!

VIGILUS

The Tooth and Claw boxed set is set on the planet of Vigilus, a beleaguered world on the Imperium Nihilus end of the Nachmund Gauntlet – the only stable warp route across the Great Rift. Due to its proximity to the Nachmund Gauntlet, Vigilus is a highly prized world and many forces seek to claim it for their own, including the insidious Genestealer Cults. It's also the planet where much of the action in Kill Team is taking place. You're going to hear a lot more about Vigilus in the near future...

CANIS REX

The Knight Preceptor is an amazing new kit that makes not only a new class of Knight but also something every Imperial Knights fan has been waiting for – a fully detailed cockpit interior complete with Noble pilot! See it on page 10.

ROTTEN LUCK

For most Blood Bowl teams, sick and injured players are a real problem – but that's just where the fun starts for teams like Nurgle's Rotters. See more of this new plastic team made up of Bloaters, Rotters and Pestigors over on page 18.

REAVER TITAN

The ranks of the Titan Legions are joined this month by the new Reaver Titan for Adeptus Titanicus. It's a stunning plastic kit, in every way the spitting image of its Warhammer 40,000 equivalent, and you can see it all in its glory on page 20.

RETURN TO MIDDLE-EARTH

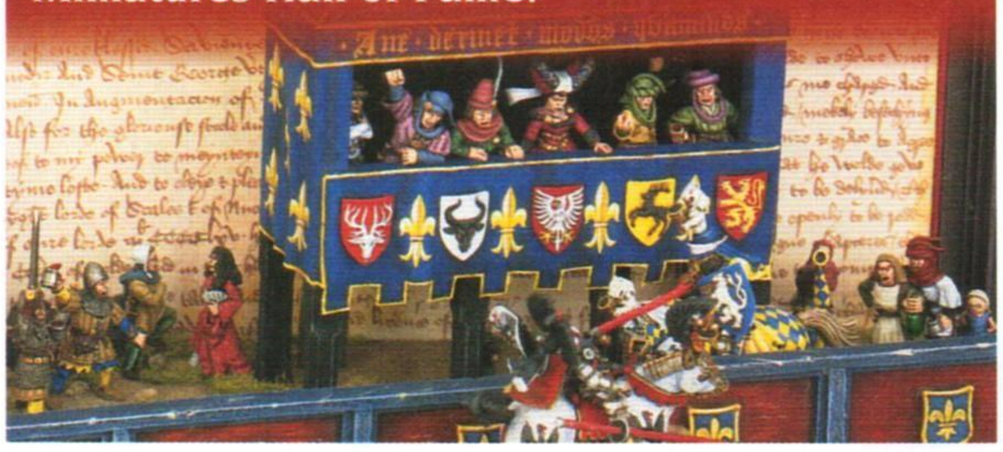
We know that playing battle games in Middle-earth is where it all began for many of today's hobbyists – and many of our readers – so we're sure you're as excited as we are to see the Middle-earth Strategy Battle Game return in a brand-new boxed game including a fully updated edition of the rules. We've got a ton of news and coverage throughout the magazine, including our launch feature, a Battle Report and Paint Splatter, but first turn to page 12 to see the new Battle of Pelennor Fields boxed set.

KILL TEAM: ROGUE TRADER

The armies of the Imperium – the Space Marines of the Adeptus Astartes, the men and women of the Astra Militarum and the Battle Sisters of the Adepta Sororitas – stand on the front line in Humanity's war against the traitor and the alien but the Emperor has more servants than these at work across the galaxy. Among them are the Rogue Traders – adventurers, explorers and fortune-seekers, licensed to explore worlds beyond the Imperium's control. And now they come to the tabletop. Turn to page 14…

FIVE THINGS WE LOVE IN… SEPTEMBER

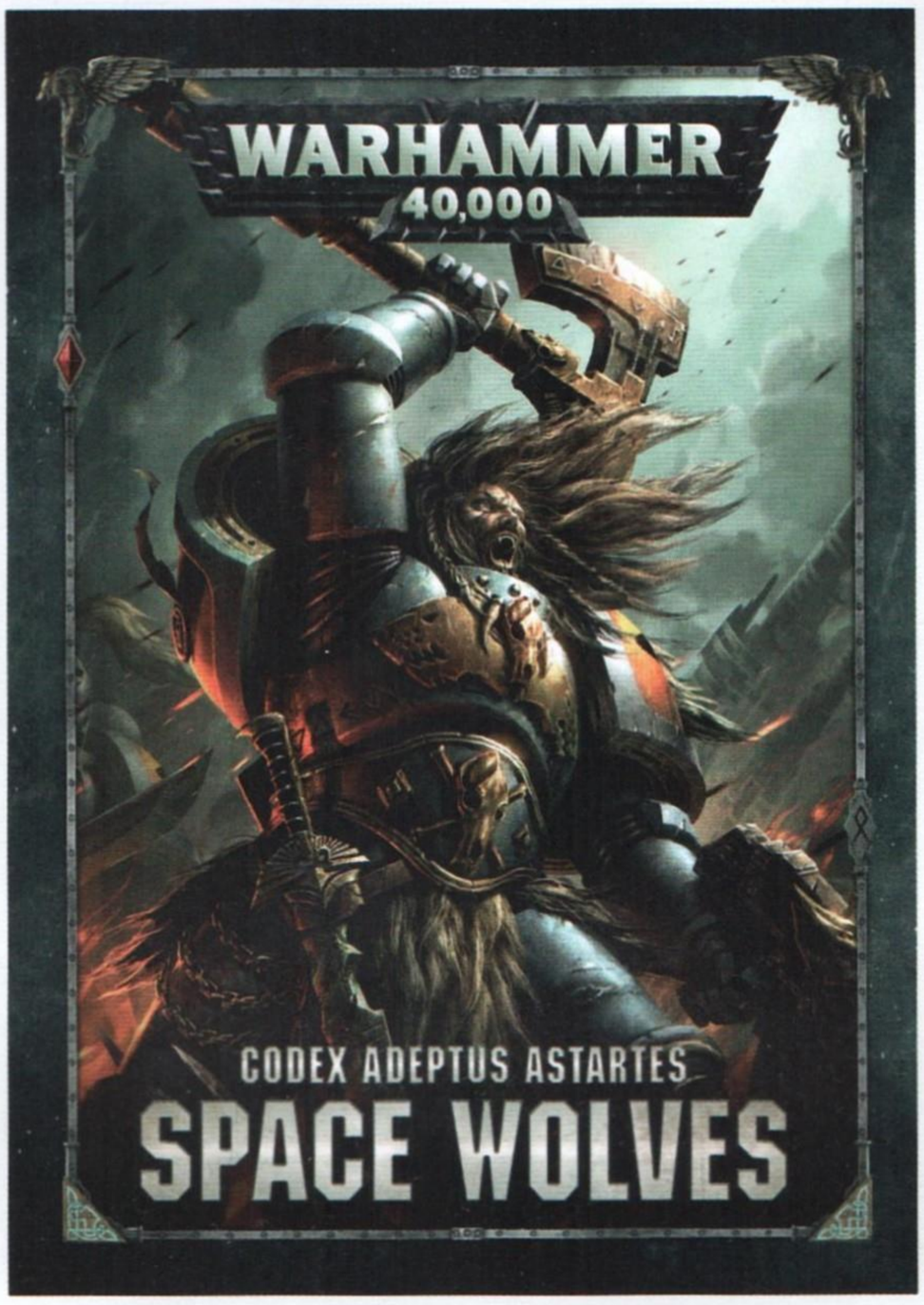
5 We love chatting to hobby legends and we get to talk to two of them in this issue. On page 42 we sit down with scenery architect Dave Andrews to chat about a life of Warhammer, while on page 58, miniatures designer Jes Goodwin talks us through his nomination for the Citadel Miniatures Hall of Fame.



THE NOBLE SONS OF RUSS

From across the Sea of Stars they came, the warriors of Fenris. Great are their deeds and long their sagas, for they have fought in the Emperor's name for over 10,000 years, driving back the alien menace and the eternal threat of Chaos. They are the Space Wolves.

SPACE WOLVES ARMY ESSENTIALS



CODEX: SPACE WOLVES

Give praise to the Allfather, for the Wolftime must surely be upon us as we receive this magnificent gift – a new codex for the Sons of Russ. This 144-page codex contains a wealth of information about the Space Wolves, including a detailed history of the Chapter, from their creation by the Emperor 10,000 years ago right up to the induction of the Primaris Space Marines into their ranks (an event that, as you'd expect from the proud and bellicose Space Wolves, doesn't go entirely smoothly). The codex also includes a full-colour gallery of inspirational Space Wolves models and armies, plus descriptions of all the units that fight for the Chapter, including new units such as the Repulsor Tank, Inceptors and the Wulfen Dreadnought. The rules for all these units can also be found in the codex, along with points values and power ratings, an extensive armoury of weapons, warlord traits, stratagems (27 of them), Relics of the Fang, a suite of psychic powers and new tactical objectives. It's fair to say Russ would be proud!

CODEX: SPACE WOLVES

Available: Now

£25, €32.50, 250dkr, 300skr, 280nkr, 125zł, USA $40, Can $50, Aus $70, NZ $83, ¥5,800, 250rmb, HK$340, RM155, SG$60

Available in English, French and German languages. An abridged edition is available in Italian and Spanish. See games-workshop.com for more information.

CODEX: SPACE WOLVES COLLECTORS' EDITION

Available: Now

£50, €65, 500dkr, 600skr, 550nkr, 250zł, USA $80, Can $100, Aus $140, NZ $165, ¥11,500, 500rmb, HK$680, RM310, SG$120

Available exclusively from games-workshop.com.

DATACARDS: SPACE WOLVES

If you're thinking of starting an army of Space Wolves or you already have a collection of them then you'll want to get your hands on a set of datacards. This pack contains 73 super-handy cards for use in your games of Warhammer 40,000 including 36 tactical objectives, six Tempestas Discipline psychic powers and the ubiquitous Smite power, three stratagems from the Warhammer 40,000 core book and 27 new Space Wolves stratagems such as Lone Wolf, True Grit and Seeking a Saga.

RUNIC CHARMS

Listen up, young pups. It's rumoured that there are mystical stones that decide the fate of our brethren. They are a dark blue-grey in colour and come in packs of 20, each side claw-marked to denote success or failure. One side, marked with a black wolf's head will bring greatness, while the one marked with a wolf's skull brings only death.

DATACARDS: SPACE WOLVES

Available: Now

£10, €12, 100dkr, 120skr, 110nkr, 50zł, USA $15, Can $20, Aus $28, NZ $33, ¥2,300, 100rmb, HK$140, RM60, SG$24

Available in English, French, German, Italian and Spanish languages.

SPACE WOLVES DICE

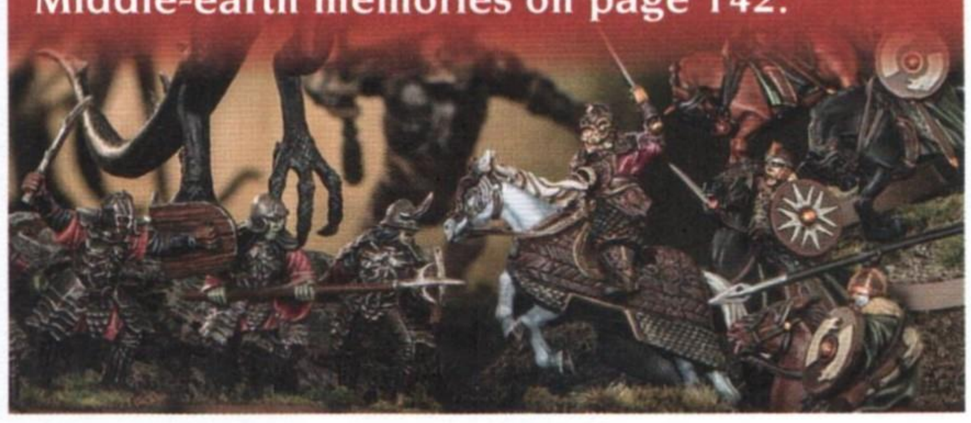
Available: Now

£17.50, €22.50, 180dkr, 220skr, 190nkr, 88zł, USA $30, Can $35, Aus $49, NZ $58, ¥4,000, 180rmb, HK$240, RM110, SG$40

FIVE THINGS WE LOVE IN... SEPTEMBER

4 "Ride! Ride for ruin and the world's ending! Death! Death! Death! Forth, Eorlingas!" – Theoden, *The Lord of the Rings: The Return of the King*™

The Lord of the Rings™ is back! This issue is a celebration of this great game, including a retrospective with the games designers on page 50, a Battle Report on page 62, Paint Splatter on page 124 and even some fond Middle-earth memories on page 142.



SPACE WOLVES PRIMARIS UPGRADES

Following the Indomitus Crusade, many Primaris Space Marines joined the ranks of the Space Wolves Chapter. Though initially treated with suspicion, the Primaris Space Marines share the same genetic traits as their battle-brothers and they quickly adopted their traditions and habits. This plastic frame includes loads of upgrades for your Space Wolves Primaris Marines, including a chainsword for an Intercessor Pack Leader, a combat blade being drawn from a scabbard, three heads (two with fashionable Fenrisian hairstyles), two wolf tails, two diamond-shaped icons (one featuring a gemstone, the other a wolf skull), a wolf tooth necklace, two pouches and nine shoulder pads – six to upgrade your Space Wolves Intercessors (including one for a Pack Leader) and three for your Aggressors.

1

The upgrade frame is a great way to help pick out the Pack Leaders in your Intercessor squads **(1)**. This model has been built using the Pack Leader shoulder pad, the left arm drawing a blade from its scabbard and the right arm holding a chainsword, a bare Space Wolves head and a wolf tooth necklace.

The pack also includes three Aggressor-sized shoulder pads so you can upgrade the big guns in your force **(2)**.

2

SPACE WOLVES PRIMARIS UPGRADES

Available: Now

£8, €10, 80dkr, 100skr, 90nkr, 40zł, USA $12.50, Can $16, Aus $20, NZ $26, ¥1,800, 80rmb, HK$110, RM50, SG$20

DESIGNERS' NOTES – CODEX: SPACE WOLVES

The Sons of Russ have emerged from their recent trials with renewed vigour. Rules writer David Sanders tells us all about the new codex that heralds the return of the Space Wolves.

"The Space Wolves are back and bigger than they've ever been before!" says David. "Their ranks have been bolstered by reinforcements in the form of Primaris Space Marines units, from Reivers to Repulsors – yes, the eagerly anticipated answer to the Primaris question that many Space Wolves players have asked has been revealed at last! Not only that, but the Space Wolves now have access to a number of other Adeptus Astartes units such as Land Speeder Storms, Stalkers, Hunters and Stormhawk Interceptors and can even field packs of Wolf Guard clad in Tartarus or Cataphractii Terminator armour. As a First Founding Chapter, it felt right that the Space Wolves should be able to make use of more traditional vehicles and wargear in spite of their fiercely independent nature and method of war.

"Another new addition to the Space Wolves' roster is unique to the sons of Fenris. The return of the 13th Company has heralded a troubling shift in the collective psyche of the Chapter, and even revered Ancients entombed within Dreadnought sarcophagi are not immune to its touch. Murderfang is no longer the only Wulfen Dreadnought to rest uneasily in the deepest dungeons of the Fang! As one might expect, these berserk Dreadnoughts are outfitted for close combat and are among the most dangerous of their kind.

"Codex: Space Wolves includes a full set of stratagems, tactical objectives, psychic powers (from the Tempestas discipline) and a selection of powerful Relics of the Fang. However, one aspect of the Space Wolves that we really wanted to emphasise was how integral sagas are to their warrior traditions – after all, performing acts of heroism is an essential part of what it means to be a Son of Russ. As such, each Space Wolves warlord trait has a Deed of Legend associated with it. If your warlord performs that deed, then the effects of his warlord trait will apply not only to himself but also to all friendly Space Wolves units within 6" of him for the rest of the battle! Some of these deeds are hard to achieve (and will mean putting your warlord at risk) but they offer fun and powerful rewards for playing like a true warrior of Fenris!"

1

WARHAMMER 40,000: TOOTH AND CLAW

The war-ravaged world of Vigilus is under attack – it just didn't know it until it was far too late! While the armies of Vigilus watched the stars for the enemy without, the enemy within struck a terrible blow. The working classes of Vigilus rose up to overthrow their Imperial overlords, spurred on by hateful demagogues. Or so it was thought. What began as a revolt became an alien uprising as the workers were revealed to be Genestealer Cultists of the Pauper Princes. Now the Space Wolves must quell the insurrection.

This new boxed set tells one of the many tales of Vigilus, pitting the Space Wolves against the innumerable hordes of Genestealer Cultists. Inside you'll find 31 Citadel miniatures, seven of which are brand-new models as shown here. The set also includes a fold-out rules sheet for Warhammer 40,000 and a 40-page booklet featuring background on the Genestealer Cult uprising, nine datasheets for using your units in a game, a set of rules enabling you to conduct devastating Cult Ambushes and four Echoes of War missions enabling you to create a campaign around the miniatures in the set. Now, though, check out the new models from Tooth and Claw.

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When the local authorities on Vigilus struggle to deal with the cult of the Pauper Princes, the Space Wolves are called in to eradicate the alien threat **(1)**. The set contains 31 models – a Space Wolves Primaris Battle Leader, five Intercessors, three Aggressors and a Redemptor Dreadnought for the Space Wolves and a Genestealer Cults Acolyte Iconward, an Abominant, five Aberrants, five Hybrid Metamorphs and eight Genestealers for the Genestealer Cults.

As with most Space Wolves commanders, this Battle Leader leads from the front, charging headlong into battle, his fangs bared **(2)** and his power axe raised ready to strike down his foe. A wolf pelt hangs down his back **(3)** – a sign of his rank and status – and a combat knife sits on his runic belt **(4)**, which is adorned with wolf-skull iconography.

The model features two heads – one helmeted, the other bare – and a separate shoulder pad **(5)**, enabling you to swap it for other Space Wolves shoulder pads.

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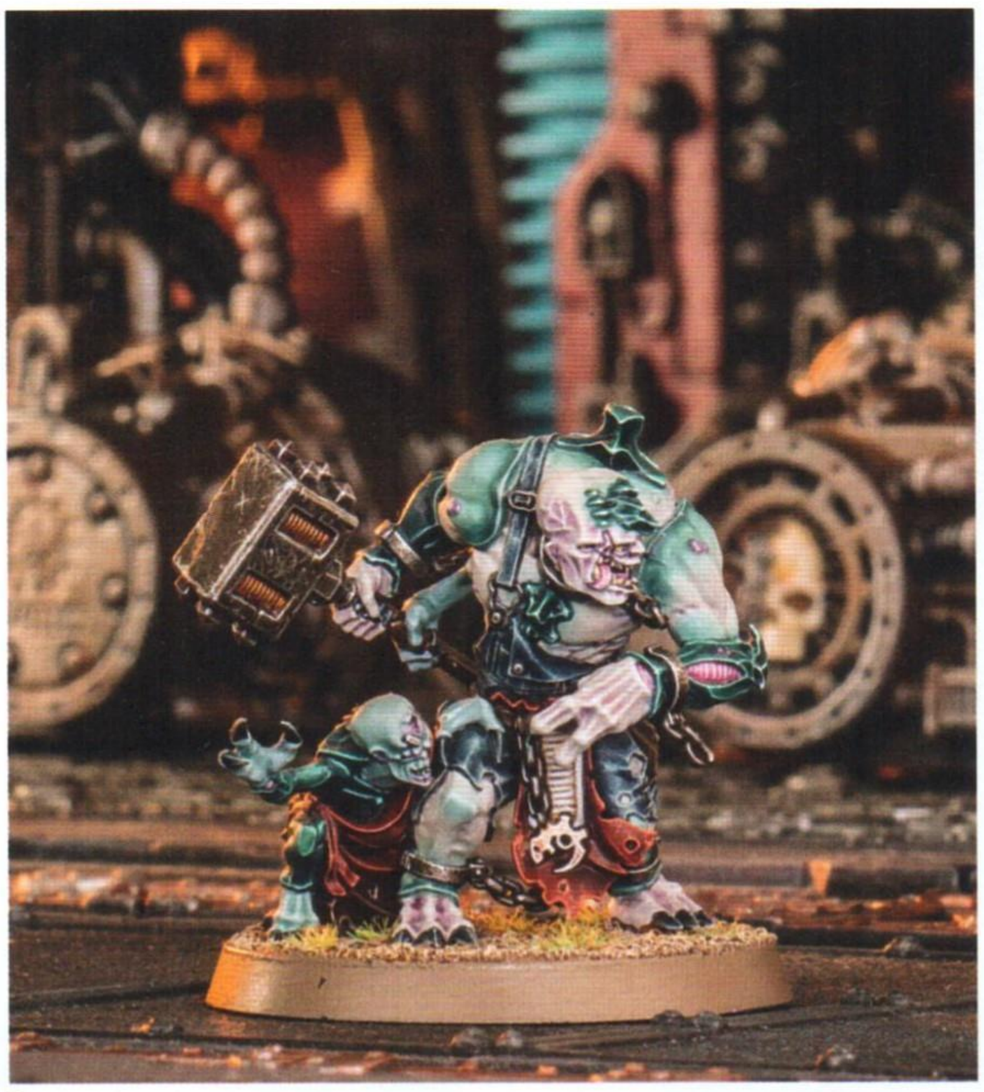

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Aberrants are genetic abominations that are shunned even by their own kind **(6)**. As a result, most are used as slaves by the cults, as indicated by the iron collars they wear around their necks **(7)**.

Many of the Aberrants have spawned extra limbs and appendages. This one has grown a Genestealer-like tail **(8)**.

The Abominant **(9)** is an even more grotesque Aberrant so mindlessly violent that he has to be guided into battle by a Mindwyrm Familiar. The Abominant's head has split into two leering faces, and an extra arm can be seen beneath his claw **(10)**. A bag of the Abominant's favourite things **(11)** hangs from his belt.

WARHAMMER 40,000: TOOTH AND CLAW

Available: Now

£90, €120, 900dkr, 1,080skr, 990nkr, 450zł, USA $150, Can $180, Aus $250, NZ $297, ¥20,700, 900rmb, HK$1,200, RM560, SG$215

Available in English, French and German languages.

MUNITORUM REPORT: SPACE WOLVES

The sons of Fenris are renowned for their battle prowess and lengthy sagas. Here we take a look at the ups and downs of being a Space Wolf.

CHARGE, BROTHERS!

Space Wolves love close combat. But not in a Khorne Berzerker kind of a way. Space Wolves love combat because it's a heroic and honourable way to defeat the enemies of the Imperium. And they excel at it, too!

EXCELLENT HAIR

The Codex Astartes recommends that all Space Marines wear their helmets during combat. The Space Wolves claim this dulls their excellent senses of sight and smell, but we all know they take their helmets off so they can show off their outlandish tribal hairstyles. And rightly so!

VERY LONG SAGAS

The Space Wolves take great pride in recounting their heroic deeds and tales at every opportunity. At length. Strong mead and ale is often involved. A gathering of Space Wolves at the Fang – their Chapter fortress – often results in many long story-telling sessions.

AWOOOOOO!

Few outside the Space Wolves Chapter know of the Wulfen Curse, an ailment that afflicts many of the noble warriors within the Chapter. In times of great stress even the steeliest warrior can lose his self control to the curse, becoming blood-crazed and hyper-aggressive at best, devolving into a bestial monster at worst.

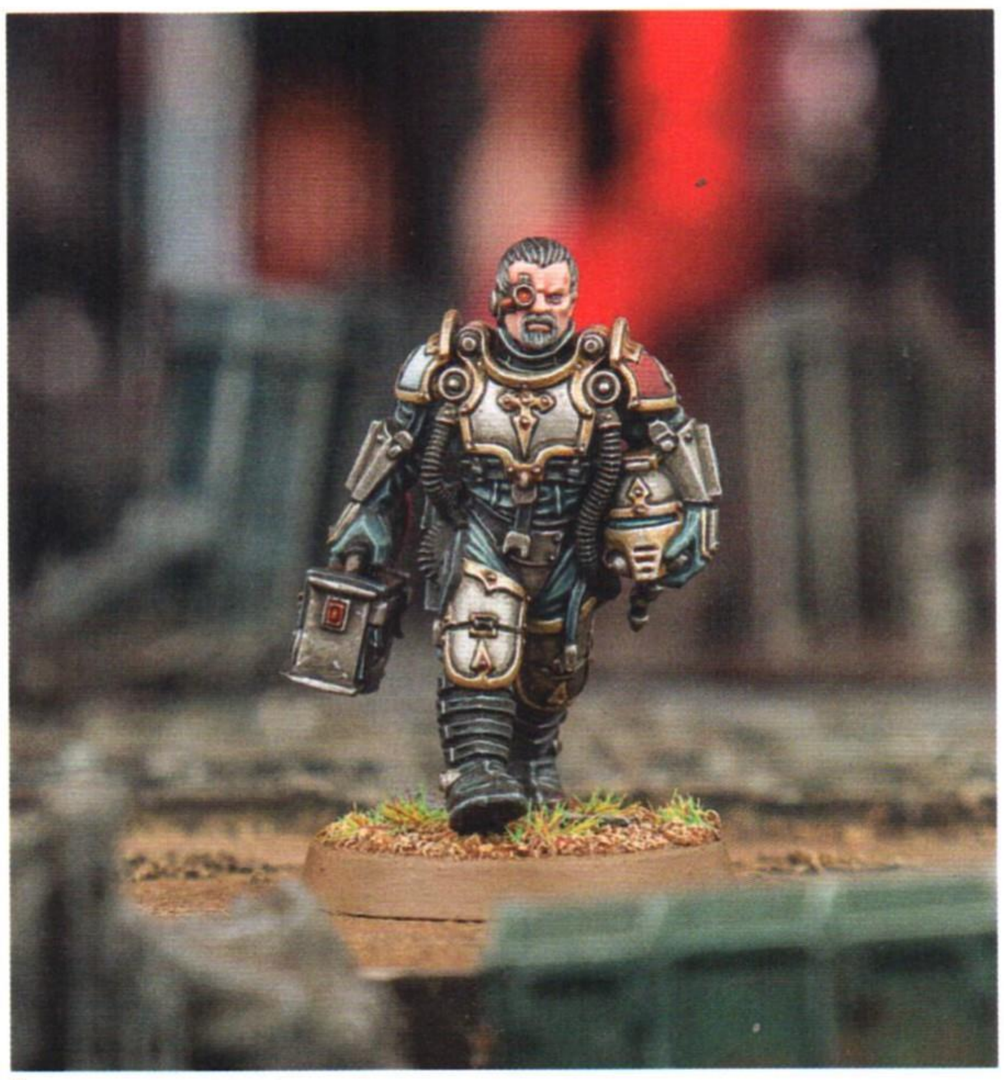
IMPERIAL KNIGHTS

The enemies of Mankind quail in terror at the might and majesty of the Imperial Knights – huge and powerful war machines that have defended the Imperium for millennia. This month, a new Knight joins their ranks – the Knight Preceptor.

KNIGHT PRECEPTOR CANIS REX

The last loyal Noble of House Cerberan, Sir Hekhtur Cerberan has survived ordeals that would break a lesser man. His home world was invaded by the Iron Warriors and his entire household destroyed or enslaved, and only his mental fortitude enabled him to survive. Legend has it that it was his Knight suit – *Canis Rex* – that freed him from captivity, its ferocious machine spirit drawn to his anguish. On that day, and with his old household in tatters, Sir Hekhtur became a Freeblade Knight. He now serves in war zones across the galaxy to free those enslaved by the enemies of the Imperium.

This new plastic kit enables you to build the Freeblade *Canis Rex*, whose rules and background can be found in Codex: Imperial Knights. As a Knight Preceptor – a class of older Nobles who embody the tenets of the Code Chivalric and train new Knights for battle – Sir Hekhtur's Knight suit is equipped with a rare and deadly weapon known as a las-impulsor. Using ancient laser pulse technology, it can scythe through ranks of infantry as easily as the hull of an enemy war machine. This kit contains loads of additional parts to help you identify this Knight as *Canix Rex* (see right), but you can also build it as a Knight Preceptor for your own Knightly House. It also contains all the other Questoris-class weapons, giving you six primary weapons to choose from.



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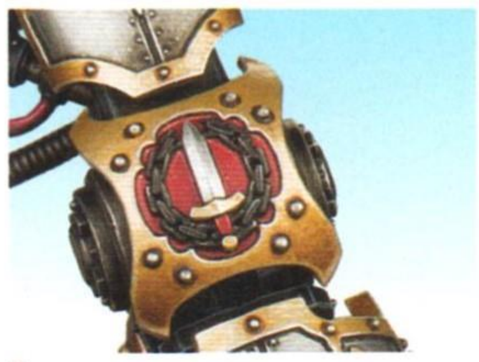

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The kit includes a model of Sir Hekhtur Cerberan on foot **(1)**. He can be used like this in-game if his Knight is destroyed. His armour features the same banding as his Knight suit.

The kit comes with an additional banner **(2)**, kneepad **(3)**, helmet **(4)** and tilting shield that feature the hound's head heraldry of Sir Hekhtur. The kneepad features a chain broken by a sword, a symbol of Sir Hekhtur's moniker – the Chainbreaker.

The kit comes with a new set of pieces that enable you to build the Knight's cockpit hatch **(5)** open…

…revealing Sir Hekhtur sitting in his Throne Mechanicum **(6)**. You can build both the seated and standing versions from this kit.

The las-impulsor **(7)** – a new weapon for the Knight Preceptor.

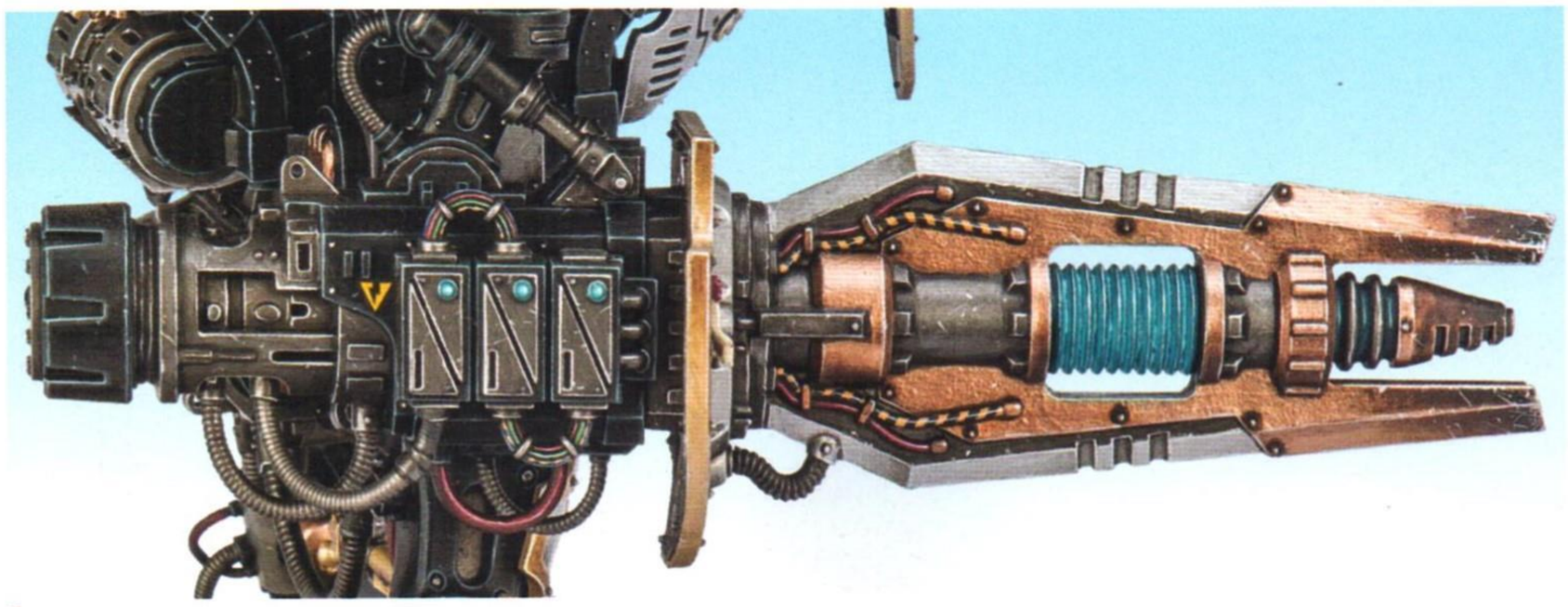
KNIGHT PRECEPTOR CANIS REX

Pre-order: 15 Sep
Available: 22 Sep

£95, €125, 950dkr, 1,140skr, 1,050nkr, 475zł, USA $160, Can $190, Aus $265, NZ $314, ¥21,900, 950rmb, HK$1,300, RM590, SG$230

5

6



7

FIVE THINGS WE LOVE IN… SEPTEMBER

3 Heroes living it up! Sir Hekhtur is obviously a bit of a maverick, but so too is Elucia Vhane, the Rogue Trader from the Rogue Trader boxed set for Kill Team. Just what has she been up to on the fringes of the galaxy that's attracted the attention of Grandfather Nurgle? You can find out more about her on page 36.

THE LORD OF THE RINGS

The beacons are lit and the armies of Middle-earth are marching to war in numbers not seen for an Age. Spearheaded by a brand-new edition of the game's rules and a fantastic new starter set, fighting exciting battles in Middle-earth is back and here to stay.

THE LORD OF THE RINGS: BATTLE OF PELENNOR FIELDS

The Battle of the Pelennor Fields from *The Return of the King* is undoubtedly one of the most visually stunning battles ever put on film. A fantastic starter set for anyone interested in playing games set within Middle-earth, *The Lord of the Rings*: Battle of Pelennor Fields enables you to refight some of the most crucial clashes that took place during that epic conflict, such as the charge of the Rohirrim and the last stand of King Théoden against the mighty Witch-king of Angmar on his Fell Beast.

The boxed set includes a copy of the new rules manual (see opposite), as well as a four-part scenario booklet that serves as the perfect guide for beginners to learn the game. Also included are two sizable armies representing the forces of the Dark Lord Sauron and the Free Peoples that oppose his dominion of Middle-earth, commanded by the Witch-king of Angmar and a new version of King Théoden.

In a first for the Middle-earth miniatures ranges, the new boxed game includes a dedicated plastic hero kit in the form of Théoden, King of Rohan (mounted and on foot).

BOX CONTENTS

- The Middle-earth Strategy Battle Games Rules Manual
- Scenarios and Profiles booklet
- 12 six-sided dice
- Two 12" range rulers
- One double-sided sheet of card tokens to use as markers
- Théoden, King of Rohan (on foot and mounted)
- 12 Warriors of Rohan
- 12 Riders of Rohan
- 20 Warriors of the Dead
- The Witch-king of Angmar on Fell Beast
- 36 Morannon Orcs
- One Mordor Troll

TURN TO PAGE 62 TO SEE THE GAME'S DESIGNERS, ADAM TROKE AND JAY CLARE, TAKE EACH OTHER ON IN BATTLE

FIVE THINGS WE LOVE IN... SEPTEMBER

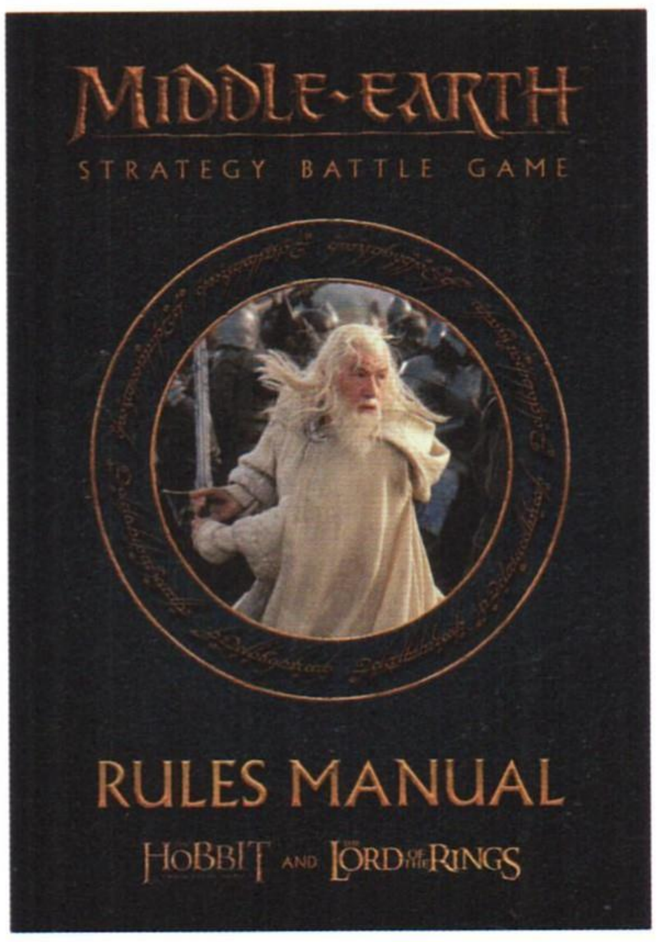
2 This month celebrates all things hairy and scary with the much anticipated release of Codex: Space Wolves. If that isn't enough to make you thirst for a flagon or two of Fenrisian mjod, turn to page 78 to see Simon's Sons of Russ with a score to settle against Matt's Thousand Sons in our Battle Report.

RULE THE FATE OF MANY

There are three new dice sets accompanying the relaunch of the game this month – one each for the main opposing forces in the boxed set (Rohan and Mordor), as well as a One Ring set. Each of these 12mm square-cornered dice has an iconic image in place of their 6 – the symbolic white horse of Rohan, the Eye of Sauron and the 'One Ring to rule them all…' circular elvish script design respectively.

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

This 208-page rules manual is the definitive guide to fighting battles within the incredible setting of Middle-earth. The book includes the full rules for the game, from the powers wielded by magic users of every ilk to the valiant actions that can be performed in battle by Middle-earth's mightiest heroes. There are also 12 matched play scenarios that offer many different challenges on the battlefield.



THE LORD OF THE RINGS: BATTLE OF PELENNOR FIELDS

Available: Now

£90, €120, 900dkr, 1,080skr, 990nkr, 450zł, USA $150, Can $180, Aus $250, NZ $297, ¥20,700, 900rmb, HK$1,200, RM560, SG$215

Available in English and German languages.

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

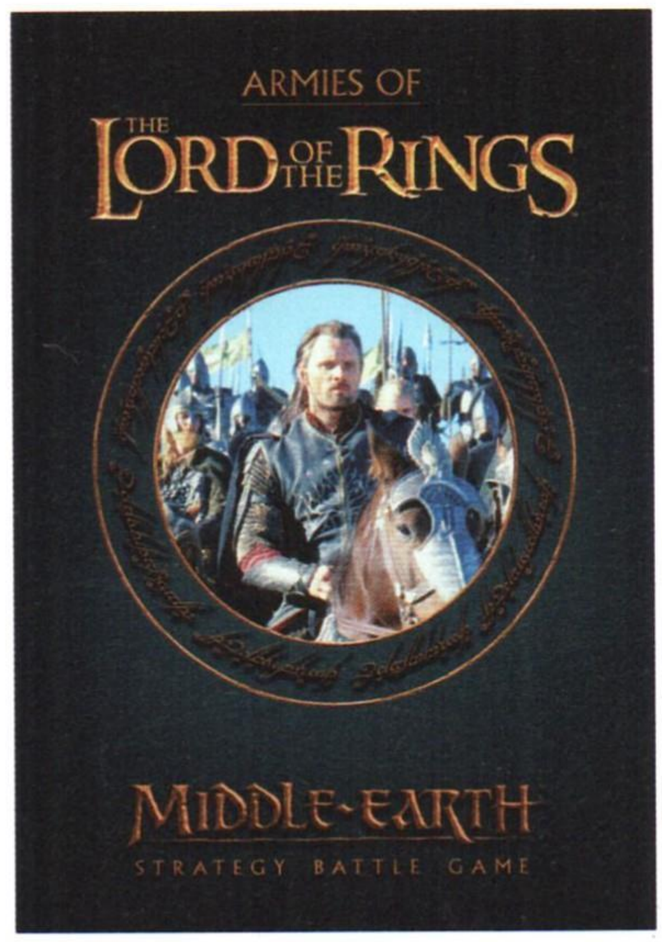
Available: Now

£35, €45, 350dkr, 420skr, 390nkr, 175zł, USA $60, Can $70, Aus $98, NZ $115, ¥8,100, 350rmb, HK$480, RM215, SG$85

Available in English and German languages.

ARMIES OF THE LORD OF THE RINGS

Previous editions of *The Lord of the Rings* Strategy Battle Game introduced a huge number of playable factions, all of which are consolidated into this ultimate companion book, Armies of The Lord of the Rings. The book includes a total of 27 different army lists (16 for Good armies and 11 for Evil), which draw from 269 different model profiles! 11 narrative play scenarios are also included, enabling players to refight a number of famous battles.



ARMIES OF THE LORD OF THE RINGS

Available: Now

£35, €45, 350dkr, 420skr, 390nkr, 175zł, USA $60, Can $70, Aus $98, NZ $115, ¥8,100, 350rmb, HK$480, RM215, SG$85

Available in English and German languages

TAKING YOUR MEASURE

The Lord of the Rings Measurers are a set of plastic range-measuring devices that are themed to the lore of Middle-earth. The distances they measure are handily categorised by their respective wielders. For example, Gandalf the White's staff measures 12", the range of most magical powers in the game, while Sting (Frodo's blade) measures 4", the Move characteristic of all Hobbits on foot! The other measurers represent the Witch-king's sword, Andúril (Aragorn's blade), Glamdring (Gandalf's sword), Gimli's axe and a Morgul Blade. The set also includes a priority marker with the White Tree of Gondor on one side and the Eye of Sauron on the other.

THE LORD OF THE RINGS DICE

Available: Now

£8, €10, 80dkr, 100skr, 90nkr, 40zł, USA $12.50, Can $16, Aus $20, NZ $26, ¥1,800, 80rmb, HK$110, RM50, SG$20

THE LORD OF THE RINGS MEASURERS

Available: Now

£20, €25, 200dkr, 240skr, 220nkr, 100zł, USA $35, Can $40, Aus $55, NZ $65, ¥4,600, 200rmb, HK$270, RM125, SG$50

WARHAMMER 40,000: KILL TEAM

Kill Team players, reload your guns and check your corners because this month, the fight moves indoors! And into space ships! And there's a Rogue Trader! What's a Rogue Trader, and how does this all fit in with Kill Team? Read on to find out.

KILL TEAM: ROGUE TRADER

Rogue Trader is Kill Team's first narrative expansion and brings with it a long list of new features. Firstly, it reintroduces Rogue Traders to the 41st Millennium for the first time since Warhammer 40,000's very first edition (aptly named Rogue Trader!) in the form of Elucia Vhane – a highly resourceful merchant and explorer – and her crew, each a unique specialist in their own right. The presence of the Rogue Trader marks another addition to Kill Team – Commanders. Both Elucia Vhane and the hulking Chaos mutant known as Vulgrar Thrice-Cursed are Commanders, capable individuals that are far more powerful than the usual leaders of a kill team. The rules for adding these two Commanders are included in the accompanying 56-page book, along with their available Commander Traits. The Rogue Trader expansion includes over 30 brand-new miniatures, and the book includes the datasheets for all of the models available to each kill team. New environmental rules for fighting aboard a voidborne shuttle or room to room in a Ministorum shrine are also included, along with eight new missions – four are matched play missions while the others are linked narrative scenarios that let you refight the events of the story described in the book as a campaign.

Elucia Vhane and Vulgrar Thrice-Cursed also form the heads of two new sub-factions within the Imperium and Chaos armies of Warhammer 40,000 – the Elucidian Starstriders and Gellerpox Infected, respectively – and two booklets offer further background and Warhammer 40,000 datasheets for these units.

BUT WHAT IS KILL TEAM?

Warhammer 40,000: Kill Team is a standalone game set in the far future that pits two, three or even four players against one another in exciting skirmish combat battles. Each player commands a hand-picked kill team of specialist fighters and leads them in a fast-paced game to achieve a specific goal. These missions can vary from capturing or assassinating enemy warriors to blowing up munitions dumps or intercepting vital intelligence, and can be played as one-off games of as part of an ongoing campaign.

The double-sided gaming board within the Rogue Trader expansion set represents either the interior of a shuttle (above) or a Ministorum Shrine (left).

KILL TEAM: ROGUE TRADER

Pre-order: 08 Sep
Available: 15 Sep

£80, €105, 800dkr, 960skr, 880nkr, 400zł, USA $130, Can $160, Aus $220, NZ $264, ¥18,400, 800rmb, HK$1,050, RM495, SG$190

Available in English, French, German, Spanish, Italian, Japanese and Chinese languages.

ROGUE TRADER ELUCIA VHANE

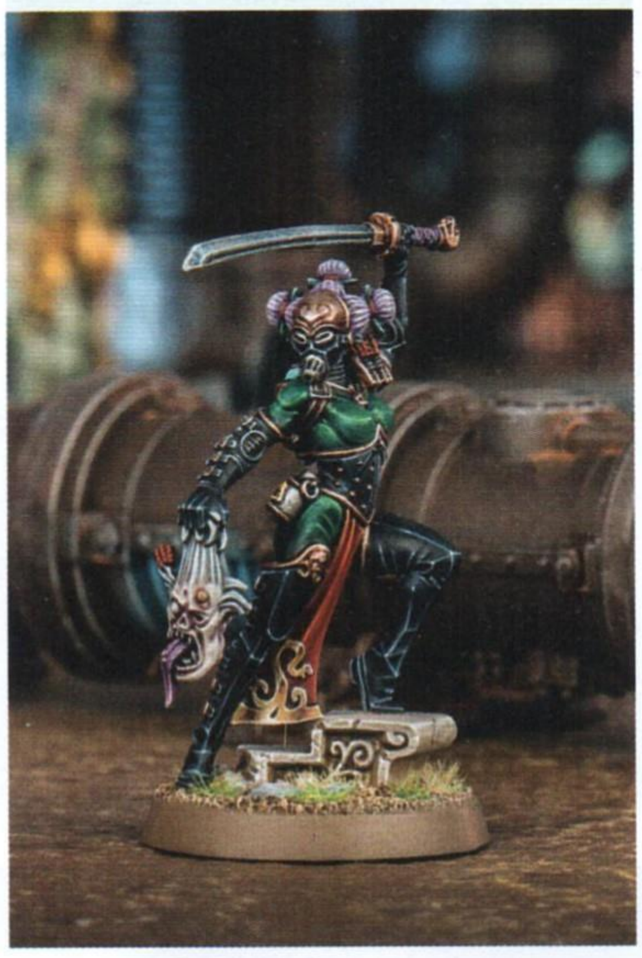
Heralding from a dynasty of Rogue Traders that dates back to the 32nd Millennium, Elucia Vhane combines a natural arrogance born of great skill and experience with the utter ruthlessness of one whose authority is all but absolute.

SANISTASIA MINST

As a Rejuvenat Adept, Sanistasia Minst's skills focus not just on healing, but also longevity, making her a valuable asset to Elucia Vhane. But recently, Sanistasia's desire for mastery over diseases has begun to lead her down a dangerous path…

KNOSSO PROND

A Death Cult Executioner of the Winged Skull cult, Knosso Prond serves as Elucia Vhane's champion (or, as many claim, bloody right hand). Able to slay with clinical strikes of her blade or with poisoned darts from her mask, Knosso is a deadly foe.



THE ELUCIDIAN STARSTRIDERS

Taking their name from the ruthless Rogue Trader they serve, the Elucidian Starstriders are the trusted advisors and inner circle of Elucia Vhane. Equally at home delivering death on a battlefield as they are counselling the Rogue Trader on her missions, the Elucidian Starstriders are a formidable force no matter the scale of the fight.

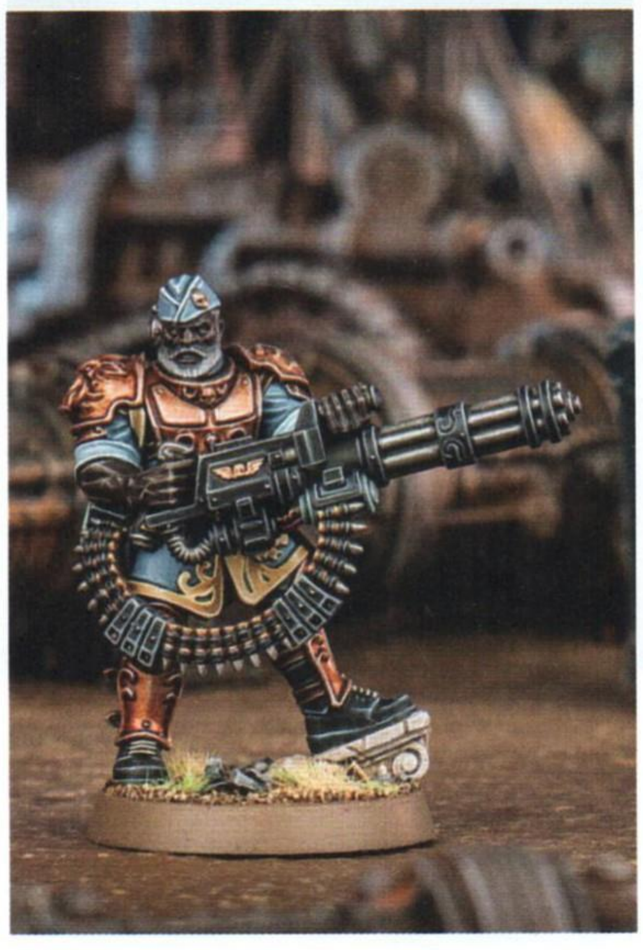
The Rogue Trader expansion includes a 24-page codex that enables you to field the Elucidian Starstriders in your games of Warhammer 40,000.

LARSEN VAN DER GRAUSS

Lectro-Maester Larsen van der Grauss is an artisan Tech-Priest of the Adeptus Mechanicus. He has an innate connection with the Motive Force, enabling him to manipulate raw electrical energy better than even the fractious Electro-Priests of his cult.

STROMIAN GRELL

Voidsman Stromian Grell is a veteran of many long voyages and hard-fought victories. Once a hot-headed rookie, Grell's steady aim and calm demeanour in battle has long since earned him the right to bear his squad's fearsome rotor cannon.



VOIDMASTER NITSCH

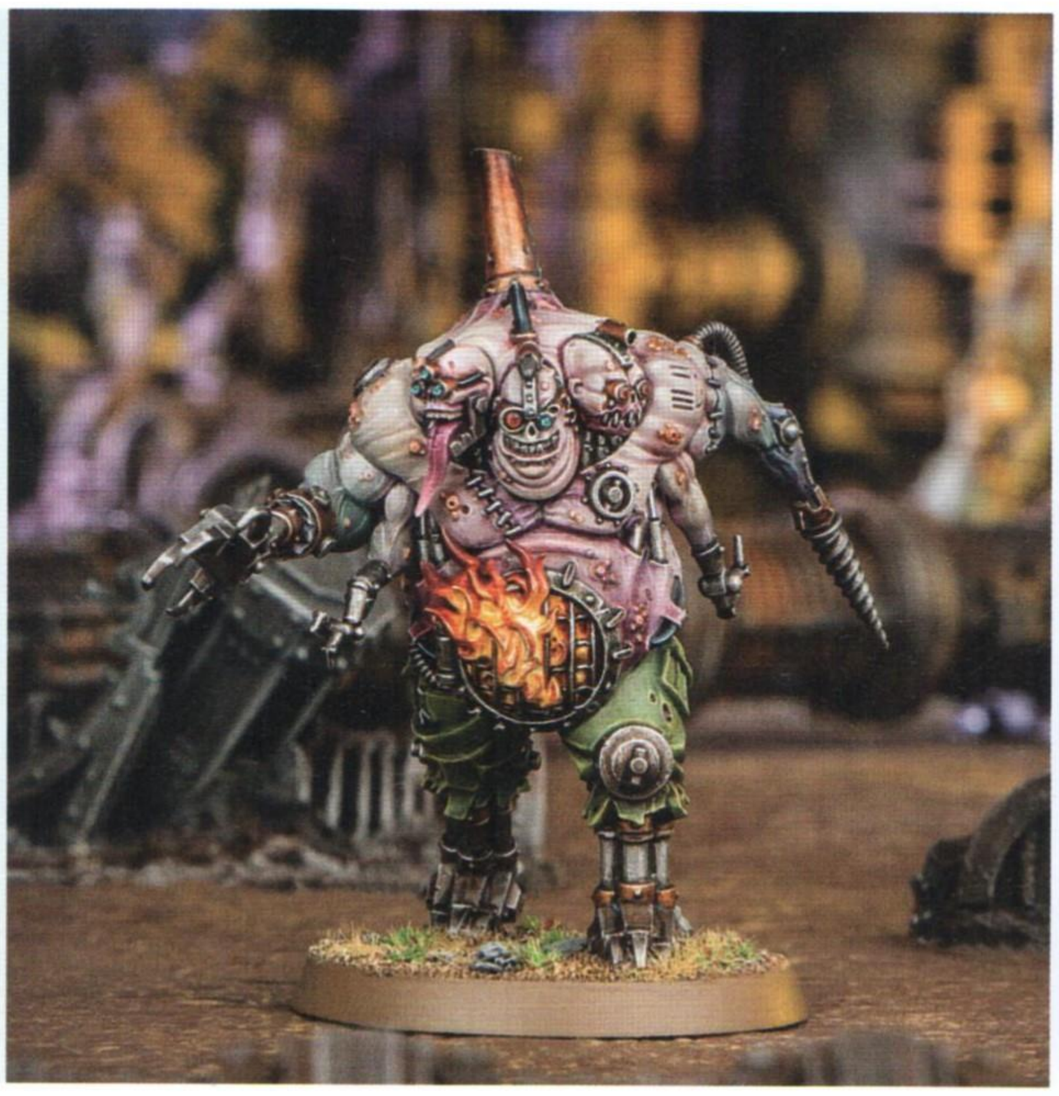
Though a strict disciplinarian and consummately professional soldier, Voidmaster Nitsch is nonetheless highly popular and well respected by the Voidsmen that serve under him, for his valour and dedication to duty are beyond question.

NITSCH'S SQUAD

Nitsch's chosen squad of Voidsmen consists of Shalkus, Riguez, Theolus and the loyal canid Aximillion. Well trained by the strict Nitsch, the squad lays down supporting fire for Vhane's crew during ground missions and boarding actions. On many occasions, Aximillion's acute senses have also proven to be an asset to the squad.

VULGRAR THRICE-CURSED

Once engine-master Amstein Vulg of Elucia Vhane's starship, the *New Dawn*, this hulking creature now stands a Twisted Lord in service to the Plague God, Nurgle. Known as Vulgrar Thrice-Cursed or simply 'Old Boilerguts', his belly has become a disease-furnace stoked by his own bitterness and hatred. Vulgrar is a boisterous leader, looking after not only those mutants beneath him but also the infected Geller field generator of the *New Dawn*.



BIG SPIKE

It is arguably the actions of the Nightmare Hulk known as Big Spike that gave his pack of Nightmare Hulks their epithet of the Hullbreakers, for he once thrust his scythed arm through a sealed plasteel door to skewer three Voidsmen beyond.

THE WRITHER

A select few of those corrupted by the *New Dawn*'s infected Geller field rippled with warp-enhanced muscles and grew into towering abominations that became known as Nightmare Hulks. The Writher was named for the profusion of disturbingly waving tentacles that erupted from his maw and left arm. Though the monstrous creature has been wounded unto death many times, the Writher has evidently yet to suffer an injury severe enough to actually kill it.

GNASHER-SCREAMER

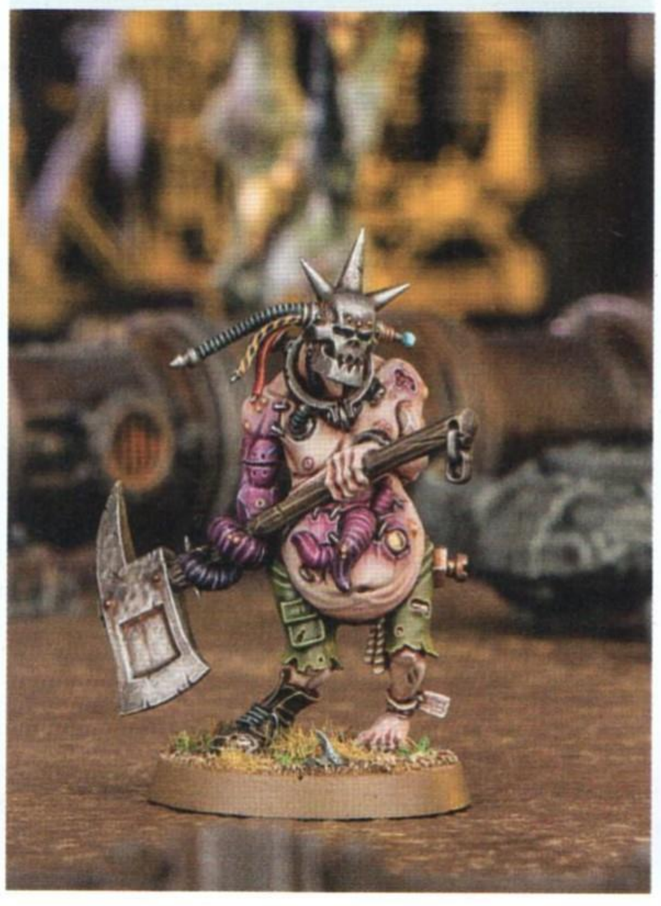
The alpha hulk of the Hullbreakers is Gnasher-Screamer, an amalgamation of several of the *New Dawn*'s crew, their mouths eternally shrieking or chomping. He bears a huge plague-cleaver to sever limbs, heads, or anything else within reach.

THE GELLERPOX INFECTED

In the wake of the Cicatrix Maledictum, a new type of techno-mutant has lurched out of the darkness to beset the Imperium of Mankind. Codex: Gellerpox Infected is the second 24-page booklet included in Kill Team: Rogue Trader and provides rules and datasheets for using them in games of Warhammer 40,000.

GRUMMAX

Grummax, Pugglox and the Herg are known as the Vox-Shamblers for the garbled speech mixed with machine code they blurt from beneath their masks.

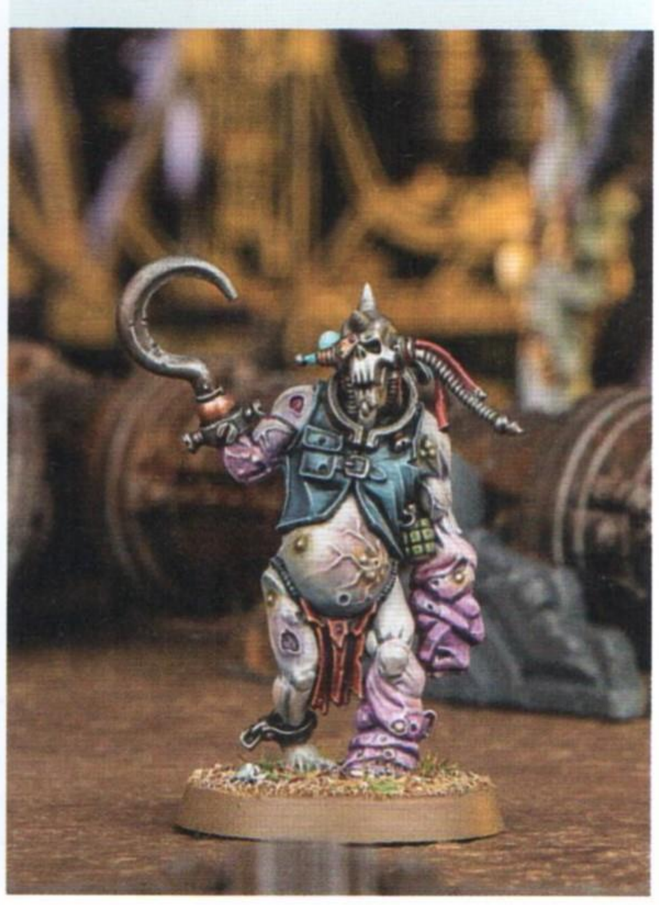


PUGGLOX

Pugglox became the one of the Twisted Lord's unholy triumvirate of apostles, along with his fellow Gellerpox Mutants Grummax and the Herg.

THE HERG

Many of the engine crew of the *New Dawn*'s lower decks devolved into Gellerpox Mutants. One of those most 'blessed' by mutations was the Herg.



EYESTINGER SWARMS
Warp parasites that have become swollen with dark power from the Chaos-infected cadavers they fed upon, these insects aim for the eyes of their victims with sharp proboscises.

CURSEMITES
Having fed upon the distorting powers of Chaos, Cursemites are parasites that have grown huge, and can drain a man-sized host of blood in seconds once their stabbing mouthparts have found an artery.

GLITCHLINGS
Glitchlings are small Daemons, close cousins to the entities known as Nurglings. They bring entropy and disease to machines, not flesh, infecting circuitry and contaminating mechanical parts.

SLUDGE-GRUBS
Mutated by the warp, Sludge-Grubs are filled with an acidic fluid that can burn through any armour and can even spit small sticky globules of this substance a short distance to fell prospective prey.

EVEN MORE KILL TEAM ACTION!
As if the Kill Team: Rogue Trader expansion wasn't enough already, there are two more new Kill Team sets available – the Slicing Noose, comprising a murderous band of Drukhari Wyches, and Kill Team Mordelai of the xenos-hunting Deathwatch. Each set includes the miniatures and background for these kill teams as well as new tactics and missions to try out. This month also sees the release of the Death World Forest Killzone Environment, including a new game board and scenery.

KILL TEAM DICE
This month also sees the release of two Kill Team dice sets. Each set includes six D6 and two D10 dice. All of the dice feature the Kill Team logo on the 1 face, and the D6 dice also have a Nurgle symbol or the personal crest of Elucia Vhane on the 6.

ROGUE TRADER DICE
Pre-order: 08 Sep
Available: 15 Sep

£10, €12, 100dkr, 120skr, 110nkr, 50zł, USA $15, Can $20, Aus $28, NZ $33, ¥2,300, 100rmb, HK$140, RM60, SG$24

KILL TEAM: FACTION STARTERS
Available: Now

£30, €40, 300dkr, 360skr, 330nkr, 150zł, USA $50, Can $60, Aus $84, NZ $99, ¥6,900, 300rmb, HK$410, RM185, SG$70

Available in English, French, German, Spanish, Italian, Japanese and Chinese languages.

DEATH WORLD FOREST KILLZONE
Available: Now

£50, €65, 500dkr, 600skr, 550nkr, 250zł, USA $80, Can $100, Aus $140, NZ $165, ¥11,500, 500rmb, HK$680, RM310, SG$120

Available in English, French, German, Spanish, Italian, Japanese and Chinese languages.

BLOOD BOWL MERCHANDISE

"You know, I've been feeling a bit under the weather recently, Jim *cough*. I think I might have come down with Nurgle's Rot *cough, splutter*. I shouldn't have had lunch with the head coach of Nurgle's Rotters last week *cough*. I thought that soup looked dubious..."

NURGLE'S ROTTERS

It is said among Blood Bowl fans that there are few teams as foul or disgusting as Nurgle's Rotters. Indeed, matches have been called off in the past because some teams just don't have the stomach (nor the contents of one) to face them on the pitch, such is their putrescent reputation. Afflicted by the highly contagious and horrifically pungent Nurgle's Rot, the Rotters are always recruiting, their team roster swollen with new players every season. Or, rather, victims of Nurgle's Rot that have been kicked out of their own team and now need to make a living elsewhere. As such, the Rotters will often include not only mortal men, but Beastmen, too, and the hideous, corpulent players known as Bloaters.

This new plastic team contains 12 Blood Bowl players for Nurgle's Rotters. Inside you'll find six Rotters (the linemen of the team), two Pestigor and four Bloaters. The Rotters are pitiful creatures wearing scraps of cloth and rusted armour, their bloated bellies hanging from their shirts, their skin covered in growths and boils. The Bloaters are, as their name suggests, pretty bulky, but they're also incredibly resilient. Like the Rotters, their heads are interchangeable, giving you more variety between your players. Lastly, there are the hideously mutated Pestigors, which come with two different head options. The set also includes four Nurgle balls (in two designs), two team coins and two turn markers.

SPIKE! JOURNAL: ISSUE 3

Guest-edited by Glug Glottington, Issue 3 of Spike! magazine brings you all the latest news from the game of Blood Bowl. This month, Nurgle's Rotters are very much the stars of the magazine and inside you'll find a full team roster for them, along with new Star Players and sideline staff such as the Plague Doctor and the Horticulturalist of Nurgle. Also in this issue you'll find interviews with the players, a playbook for Nurgle's Rotters with some in-depth tactics, a Bob Bifford comic strip and all the latest gossip from the dugouts as reported by top hack Mindy Piewhistle.

TEAM CARD PACKS AND NURGLE DICE

Roll up, roll up, get yer dice here! That's right, there are new dice and team cards for Nurgle's Rotters. The seven dice in the dice set are bilious green with orange markings – perfect for the filthy Rotters. The card pack, meanwhile, contains 43 cards, including three dirty tricks, three random events, 10 Star Player cards and 21 blank player roster cards.

OPTIONAL RULE: NURGLE TEAMS SPECIAL BALLS

These rules allow Nurgle teams to make use of their own special balls, and are designed to be used alongside the rules for other teams' special balls (previously published in White Dwarf and now to be found in the Inaugural Blood Bowl Almanac too). As with all optional rules, the use of these balls should be agreed between both coaches in one-off games, and their use in league play is at the League Commissioner's discretion.

Once per match, at the start of any drive for which they are the kicking team, the Nurgle coach can declare that they will use the either the Greedy Nurgling or the Pustulent Sac ball. If they wish, they can use an Extra Spiky Ball (see the March 2017 issue of White Dwarf or the Inaugural Blood Bowl Almanac) instead – they should declare which ball they are using before any players are set up.

Before the kick-off, the coach nominates one player from their team who is on the pitch, is not in a wide zone and is not on the line of scrimmage to be the one kicking the ball. (Note that in some situations, such as using the Kick skill, a player will already have been nominated to kick the ball). If the roll on the Kick-off table is a double, the Ref calls the kicking player out for their flagrant rules violation, and they are immediately sent off as though they had committed a foul (before resolving the kick-off result). Note that even if the player is sent off, the special ball remains in play for this drive!

For the duration of the drive, the special rules for the ball in use apply to the ball. Aside from those, it still counts as a normal ball in all respects.

GREEDY NURGLING BALL

Wherever the devotees of Nurgle travel, they are followed by hordes of precocious Nurglings. These diminutive daemons are able to project themselves into the physical realm in great number wherever the Plague Father's followers tread. For the most part, they content themselves cavorting on the sidelines and in the dugouts, inspiring the players and entertaining the fans. Occasionally, however, one of them will mistake the ball for something edible!

At the start of any turn in which this ball is on the ground, it will bounce D3 times as the Nurgling attempts to get away from the action. If the ball bounces into an occupied square, that player must attempt to catch it as normal. If the player fails to catch the ball, it will bounce one more time and stop. Should this ball ever leave the pitch, it is immediately removed from play and a normal ball will be thrown in.

Finally, should any player begin their action holding this ball, roll a D6. On the roll of a 1 the Nurgling's enthusiastic struggles prove too much and the player drops the ball causing it to bounce once. This does not cause a turnover.

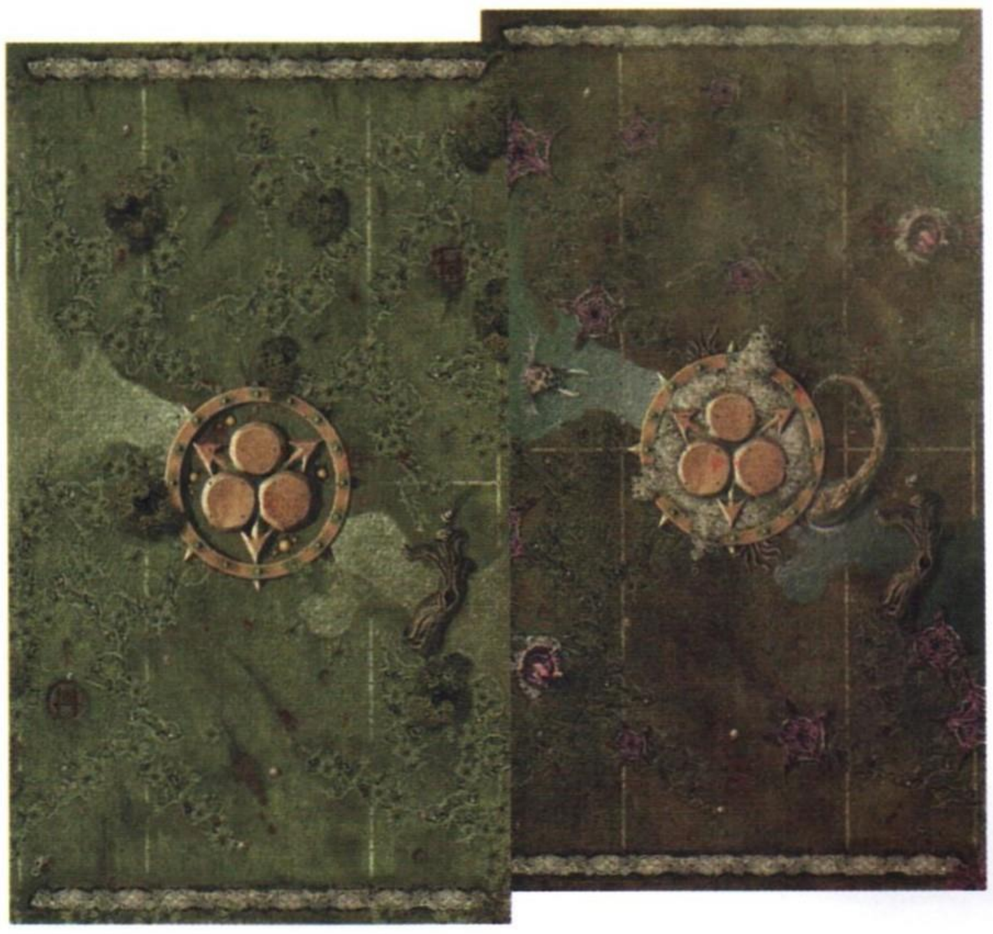
PUSTULENT SAC BALL

The balls Nurgle teams bring to the Blood Bowl pitch are often quite horrific things – pus-filled, bursting with boils and carbuncles and often home to whole host of horrid creatures, from maggoty worms to vicious blight-fly larvae! It's no wonder that many Nurgle teams have a reputation for playing a strong defensive game. Their opponents often refuse to even pick up the ball!

Whenever a player on the opposition team attempts to pick up this ball, roll a D6. On the roll of a 1 or 2, they recoil in horror and refuse to even try. The ball will bounce once but no turnover is caused. If the ball bounces into an occupied square, that player will attempt to catch it as normal.

NURGLE PITCH

If you've got an away match against Nurgle's Rotters coming up then make sure you take your wellies because this is one filthy-looking pitch. Consecrated in the name of Nurgle, it features rotten plants, fallen trees and the most awful end zone around – a trench full of maggots. The pitch is double sided, too, featuring extra maggots.



NURGLE'S ROTTERS

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Available: 08 Sep

£20, €25, 200dkr, 240skr, 220nkr, 100zł, USA $35, Can $40, Aus $55, NZ $65, ¥4,600, 200rmb, HK$270, RM125, SG$50

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SPIKE! JOURNAL: NURGLE TEAMS

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Pre-order: Now
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£24, €31.50, 245dkr, 290skr, 270nkr, 120zł, USA $38, Can $48, Aus $66, NZ $79, ¥5,600, 245rmb, HK$330, RM150, SG$60

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NURGLE TEAM CARDS

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NURGLE TEAM DICE

Pre-order: Now
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REAVER BATTLE TITAN

Pre-order: Now
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£35, €45, 350dkr, 420skr, 390nkr, 175zł, USA $60, Can $70, Aus $98, NZ $115, ¥8,100, 350rmb, HK$480, RM215, SG$85

REAVER BATTLE TITAN COMMAND TERMINAL PACK

Pre-order: Now
Available: 08 Sep

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REAVER BATTLE TITAN WEAPON CARD PACK

Pre-order: Now
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ALSO OUT...
Fancy collecting a whole maniple of Titans? Why not pick up this handy pack of Command Terminals?

MYRMIDON BATTLELINE MANIPLE COMMAND TERMINAL PACK

Pre-order: Now
Available: 08 Sep

£15, €20, 150dkr, 180skr, 170nkr, 75zł, USA $25, Can $30, Aus $40, NZ $50, ¥3,500, 150rmb, HK$200, RM90, SG$35

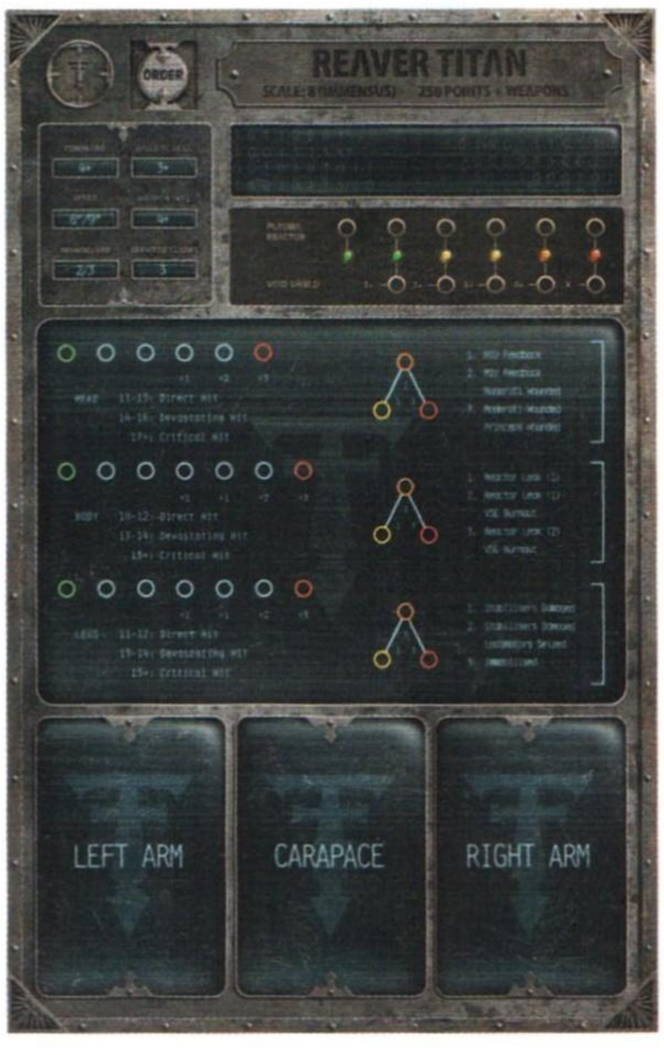
Available in English, German and Japanese languages. Available exclusively from games-workshop.com.

REAVER BATTLE TITAN

Reaver Titans are the mainstay war engine of many Adeptus Titanicus battlegroups. Faster than the colossal Warlord Titans and more heavily armed than the nimble Warhounds, a maniple of Reaver Titans can bring a world to compliance with a single salvo from their city-levelling guns. This plastic kit enables you to build one of these mighty war machines to join your Titan Legion. Like the Warlord Titan that came out last month, the Reaver Battle Titan kit is modular, giving you loads of posing options at the knee, hip, shoulder and head joints, not to mention several different weapon options, including a power fist, gatling blaster and carapace-mounted apocalypse missile launcher (all shown here) and a laser blaster. You'll also find a carapace and shoulder pads for both loyalist and traitor Titans on the frame.

REAVER BATTLE TITAN COMMAND TERMINAL PACK

As you may well have seen from last month's coverage of Adeptus Titanicus, every Titan has a Command Terminal where you keep track of its reactor status, void shields and any damage it has taken (hopefully none, but war is a dangerous thing). This pack contains five Reaver Battle Titan Command Terminals, enabling you to field up to a whole maniple of Reavers if you so desire. Don't forget, you'll need the Adeptus Titanicus Rules Set to use this set of terminals.



REAVER BATTLE TITAN WEAPON CARD PACK

Whether you're a fan of turbo laser destructors or gatling blasters, this pack contains 26 weapon cards for you to equip your Reaver Titans. We recommend power fists – they ignore void shields, you know!

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LATEST FROM FORGE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, we chat to the designers who created the heretical Anacharis Scoria – Magos of the Dark Mechanicum.

ANACHARIS SCORIA

FORGE WORLD
This kit and the rest of the Forge World range of miniatures are available directly from Forge World. To find out more visit:

forgeworld.co.uk

Anacharis Scoria was once a Magos Dominus of the Forge World system of Xana – an ancient techno-empire that existed long before the coming of the Great Crusade. A technological genius, Scoria delved into forbidden technology that was soon censored by the Imperium. When the Horus Heresy began, both Scoria and the forge-empire of Xana joined the Warmaster. Following the Horus Heresy, he became one of the founding fathers of what would come to be known as the Dark Mechanicum.

> **"His face is actually a metal mask. What's behind the mask is probably quite horrifying."**

This resin kit from Forge World represents the heretical Anacharis Scoria, also known as the Xanophane Tyrant, Lord of the Nine Cohorts and the Apostate Magister. We caught up with Forge World miniatures designers Will Hayes and Steve Whitehead to find out how they went about designing such a bizarre techno-heretic.

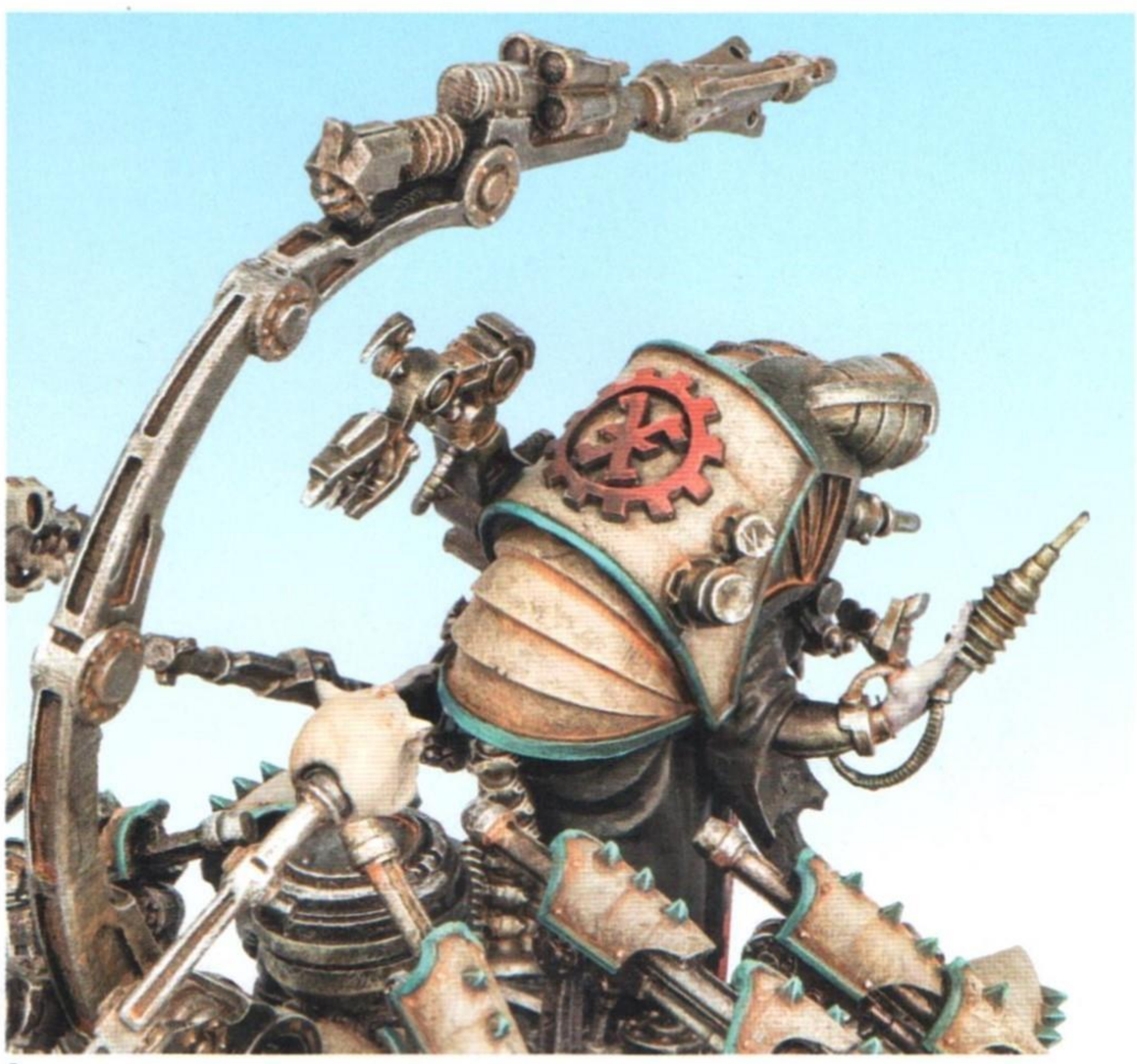
"I worked on the top half of Anacharis Scoria – the human-ish bit," says Steve. "Scoria's top half is mostly based on the artwork for him in The Horus Heresy Book Six: Retribution (see below). There really is very little left of him that suggests he's human any more – only the shape of his head and shoulders, and they're severely distorted by the carapace on his back and all his tiny robotic arms. His face is actually a metal mask. What's behind the mask is probably quite horrifying."

"I designed Scoria's lower half – the mechanical scorpion bit," says Will. "The carriage he scuttles around on is actually his Xanathite Abeyant. Unlike those ridden by other Tech-Priests, his is actually an integral part of his body rather than a piece of wargear – Scoria has just pushed his knowledge of forbidden technology further than other magi. His wargear is situated all over the Abeyant – the photon thruster is on the middle one of the three scorpion tails, while the guns from his machinator array are on the other two, nestled in the jaws of two skulls. His cortex controller is on the right of his head. He carries the Voidian Sceptre in one hand and one of his archeotech pistols in the other – he is covered in weapons! There are also similarities between Scoria's Abeyant and other Mechanicum units," adds Will. "The reactor and the legs are similar in design to those of the Vorax Battle-Automata, suggesting that Scoria may well have been one of the Tech-Priests that helped design them."

The artwork **(1)** and rules for Anacharis Scoria can be found on page 272 of The Horus Heresy Book Six: Retribution. As you can see, Steve's design is very similar to the art, right down to the collar around the bottom of his face and the rebreather unit on his chest.

"The three-tailed scorpion Abeyant was inspired by the imagery for House Malinax, which is based in the Xana system," says Will. "You can see the icon on all the House Malinax Knights and it seemed like a great way to tie the master of machines to the war engines that came from his home world. The scorpion icon is often paired with a six-legged X in the middle of a cog – the symbol of Xana Forge World. The same symbol can be seen on the back of Scoria's armour **(2)**."

1



2

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LICENSED GAMES

All across the world, our licensed partners are creating fantastic games based on Games Workshop's tabletop games. This month, we showcase two new games – Cyanide Studio's Space Hulk Tactics and Warhammer 40,000: Dice Masters, by WizKids.

FIVE THINGS WE LOVE IN... SEPTEMBER

1 If you like painting miniatures, then September is the month for you! This issue is bulging at the seams with painting articles, painting showcases, painting guides, impressive dioramas and stunning Golden Demon winners (and even more besides!). We've even got some models that our own Ben Humber painted when he was just 13 in this issue's In the Bunker (page 140)!

SPACE HULK TACTICS

From the studio that brought you Blood Bowl comes another reimagining of a much-loved classic, this time set in the far future, aboard an immense vessel formed of asteroids and wrecked starships (hint: it's a Space Hulk!).

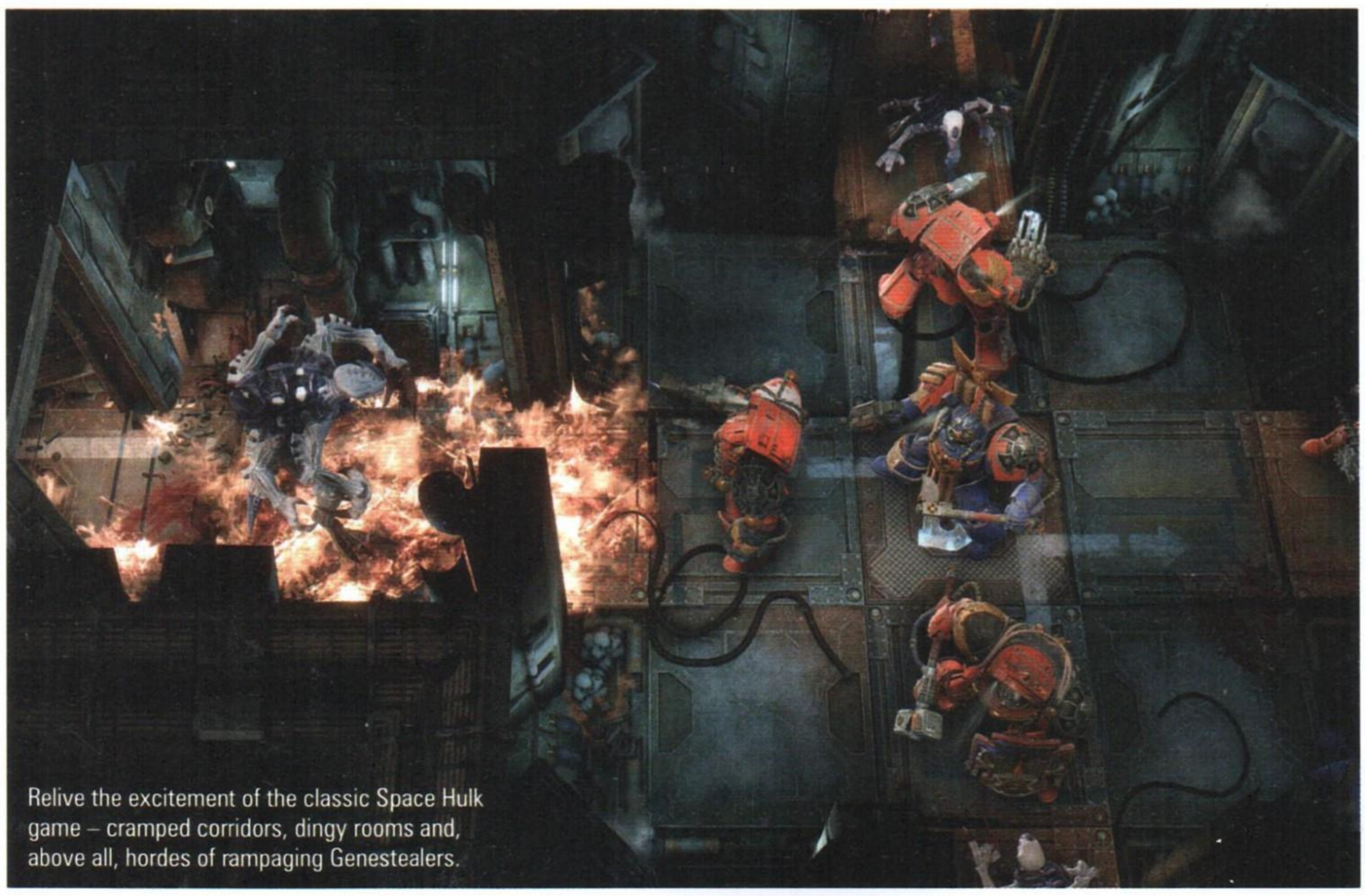
Like the board game on which it is based, Space Hulk Tactics enables you to take command of not just the Blood Angels but the Genestealers, too. You can take command of either side to battle through two distinct campaigns, the stories for which were written by Black Library author and Blood Angels luminary James Swallow. As you progress through the story arc you will gain access to many different weapons and wargear.

A new addition to the game is the introduction of a unique card system, which enables you to customise your squads before a game and unleash powerful in-game abilities that can turn the tide of battle.

Players will also have the opportunity to do battle in exciting multiplayer games online, using either a swarm of Genestealers or a custom squad of heroic Space Marines from any of four Chapters – the Blood Angels, Space Wolves, Ultramarines or Dark Angels. These units can be customised with hundreds of different cosmetic items, cards and equipment options, enabling you to create your own unique squad.

Design your own Space Hulks in-game (using Imperial, Eldar and Ork architecture), and share them with other players directly.

Choose your favourite faction and kit them out to your heart's content, as the multiplayer mode comes with all upgrades unlocked.



Relive the excitement of the classic Space Hulk game – cramped corridors, dingy rooms and, above all, hordes of rampaging Genestealers.

WARHAMMER 40,000: DICE MASTERS

Refight the bloody battles of the 41st Millennium in fast-paced combat with Warhammer 40,000: Dice Masters! Build a deck of units for your army that you can customise with wargear options, then do battle using action cards to make additional moves such as rally troops and bombard your foes from orbit. The Battle for Ultramar Campaign Box contains everything you need to make two armies – the Ultramarines and the Death Guard, but you will also be able to get your hands on Team Packs for the Space Wolves and the Orks.

TALES FROM THE BLACK LIBRARY

Black Library produce novels, audio dramas, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, Space Marines get brutal, the Mirrored City claims another victim and a hero returns.

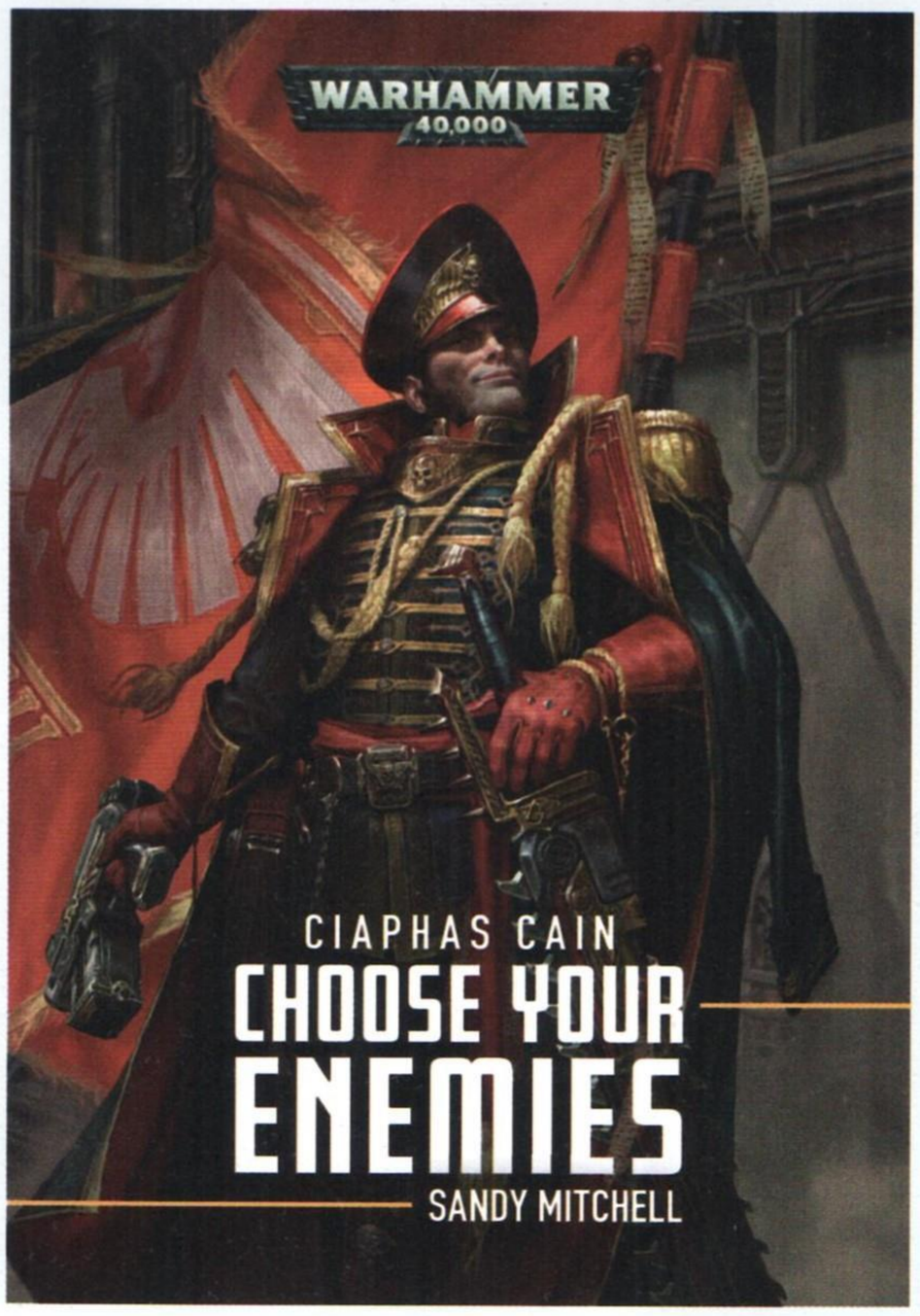
FEATURED BOOK

CIAPHAS CAIN: CHOOSE YOUR ENEMIES

By Sandy Mitchell | Hardback | 320 pages | 08 Sep

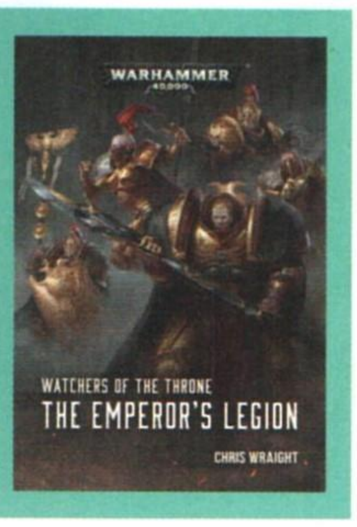
Commissar Cain, one of the greatest heroes* the Imperium has ever seen, is back! In this brand-new adventure, Ciaphas Cain and the Valhallan 597th find themselves in the thick of the action once again (much to Cain's chagrin), taking on a Chaos uprising on an Imperial mining world. Yet evidence suggests (again, disrupting Cain's hopes for an easy life) that the cult has spread to the Forge World of Ironfound, where munitions for the Imperial war effort are manufactured. So, once again, Ciaphas Cain and his stinky sidekick Jurgen take the fight to the enemies of the Imperium, with Cain narrating his own story in the only way he knows how – with great heroics and no small amount of self-congratulation.

*This is debatable, but the conceit is maintained to boost morale within the ranks.



NEW PAPERBACKS!

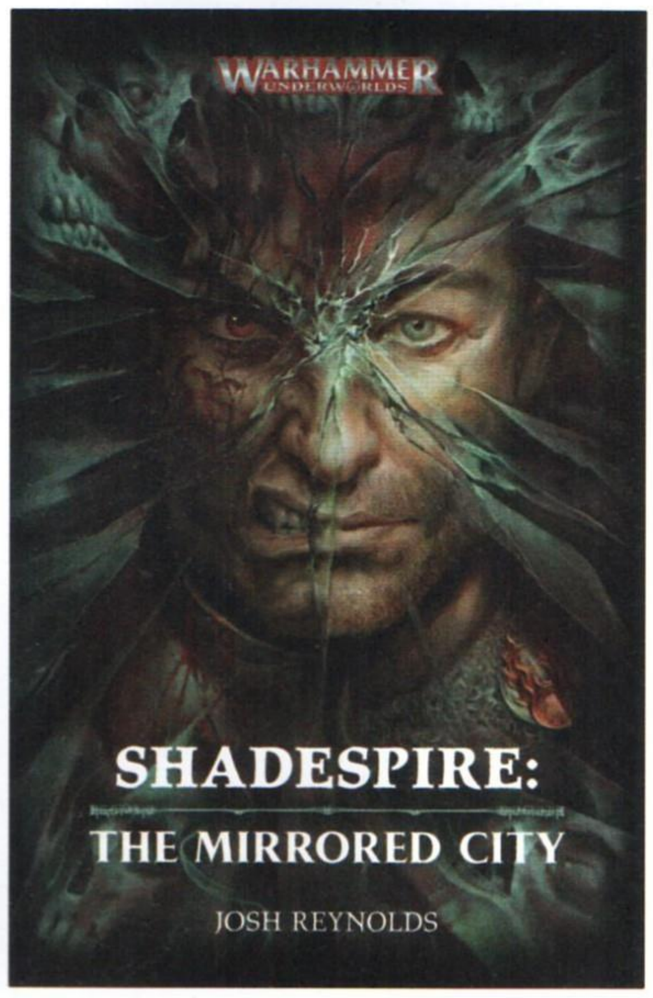
There are two new paperbacks out this month for all you spine-breakers out there. *Watchers of the Throne: The Emperor's Legion* – is the first Warhammer 40,000 novel where the Adeptus Custodes are the stars of the show and also features the null-maidens known as the Sisters of Silence. *The Realmgate Wars: Volume 2* is a colossal compilation of six Age of Sigmar novellas – *Warbeast, Call of Archaon, Fury of Gork, Bladestorm, Mortarch of Night and Lord of Undeath*. Put simply, it's a big read!



SHADESPIRE: THE MIRRORED CITY

By Josh Reynolds | Hardback | 320 pages | 22 Sep

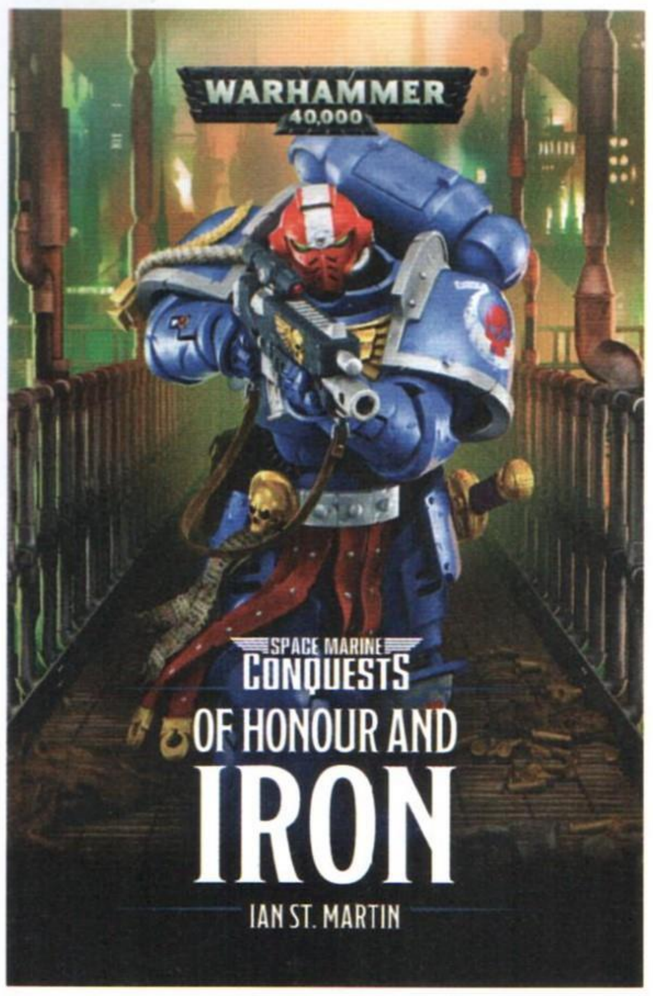
Josh Reynolds is back with another barn-storming Warhammer Age of Sigmar novel. Or, rather, a glass-shattering one, for this tale is set in the Mirrored City of Shadespire, where eternal damnation awaits all who enter it. Which is precisely not why ex-Freeguild soldier Seguin Reynar journeyed there. Seguin seeks his fortune in the damned city, but finds only bloodthirsty warbands, terrifying monsters, ghostly former citizens and vengeful agents of the God-King. And no exits.



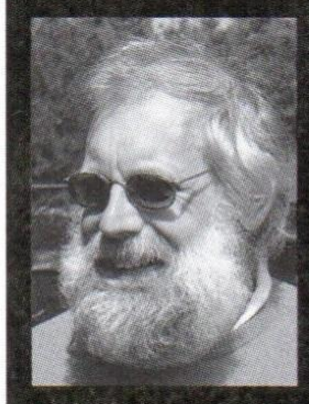
OF HONOUR AND IRON

By Ian St Martin | Paperback | 386 pages | 01 Sep

Of Honour and Iron is the latest novel in the Space Marine Conquests series and features Guilliman's own genetic sons – the Ultramarines. During the Indomitus Crusade – Guilliman's plan to save the galaxy from the predations of Chaos – Ultramarines Chaplain Helios is sent ahead of the crusade fleets to complete a mission for his Primarch. But have Guilliman's past memories clouded his judgement? Has Helios been sent on a mission he cannot complete? There's only one way to find out…

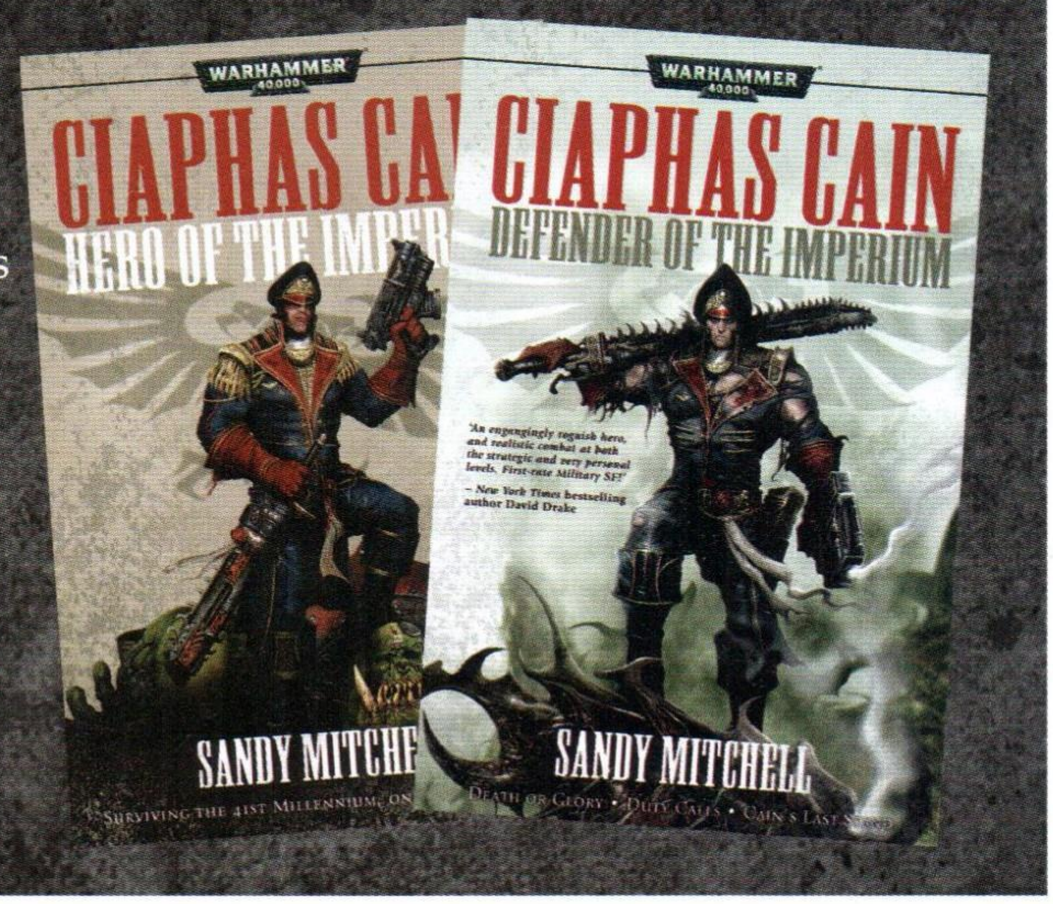


THE READER'S GUIDE TO CIAPHAS CAIN



Sandy Mitchell is best known for his Ciaphas Cain series, which has been running now for 15 years! Sandy also wrote the Inquisitor novels *Scourge the Heretic* and *Innocence Proves Nothing*, both of which delve into the dark heart of the Imperium of Mankind.

The Ciaphas Cain series – now 10 novels and several short stories strong – is unusual in that it's told from the point of view of a character (Cain) who is a highly unreliable narrator. What Cain describes as heroic quite often isn't, but ironically becomes so when events spiral out of his control. The story of Ciaphas Cain begins in the omnibus *Hero of the Imperium*, though you can download the complete story as an eBundle from blacklibrary.com.



CIAPHAS CAIN: CHOOSE YOUR ENEMIES

Pre-order: Now
Available: 08 Sep

£18, €22, 180dkr, 215skr, 215nkr, 90zł, USA $27, Can $32, Aus $40, NZ $45, ¥2,340, 195rmb, HK$245, RM112, SG$43

SHADESPIRE: THE MIRRORED CITY

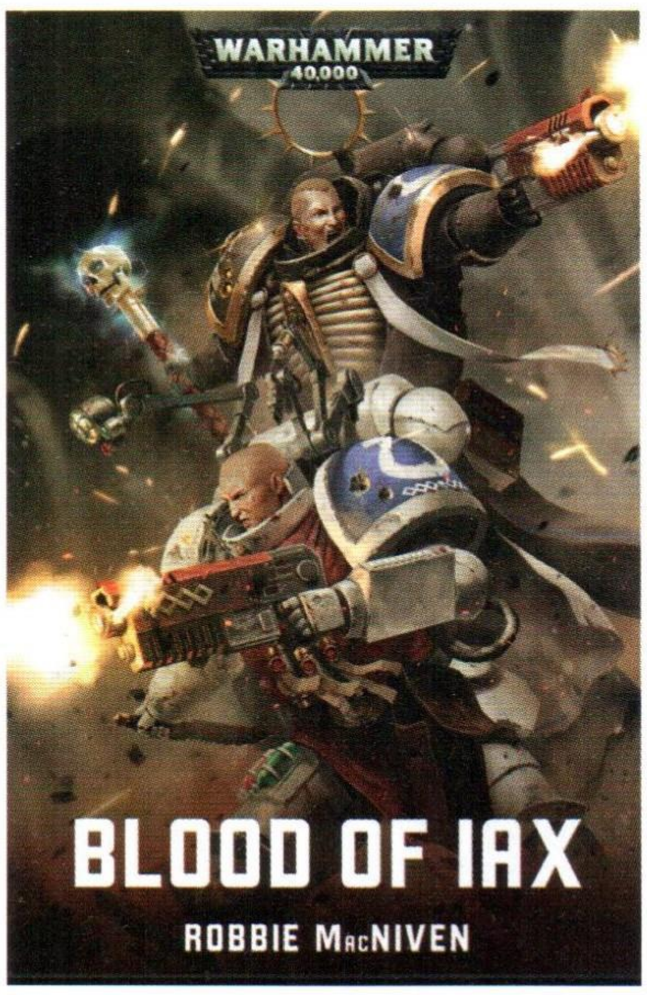
Pre-order: 15 Sep
Available: 22 Sep

£18, €22, 180dkr, 215skr, 215nkr, 90zł, USA $27, Can $32, Aus $40, NZ $45, ¥2,340, 195rmb, HK$245, RM112, SG$43

BLOOD OF IAX

By Robbie MacNiven | Hardback | 256 pages | 29 Sep

The Ultramarines have been sent to the Hive World of Ikara IX, where an Ork invasion has laid siege to its defenders. Among the Ultramarines' ranks are Chaplain Kastor and Apothecary Polixis, brothers not just in arms, but by birth, too. They soon find themselves pitted (and their bonds of brotherhood tested) against the crazed Ork Warlord Urgork, who seems intent on capturing a Primaris Space Marine. This superb novel is also available as a limited edition, which comes bound in a blue embossed cover with black and white details and tassels.



OF HONOUR AND IRON

Available: Now

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BLOOD OF IAX

Pre-order: 22 Sep
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£18, €22, 180dkr, 215skr, 215nkr, 90zł, USA $27, Can $32, Aus $40, NZ $45, ¥2,340, 195rmb, HK$245, RM112, SG$43

BLOOD OF IAX: SPECIAL EDITION

Pre-order: 22 Sep
Available: 29 Sep

£40, €55, USA $65, Can $80, Aus $90

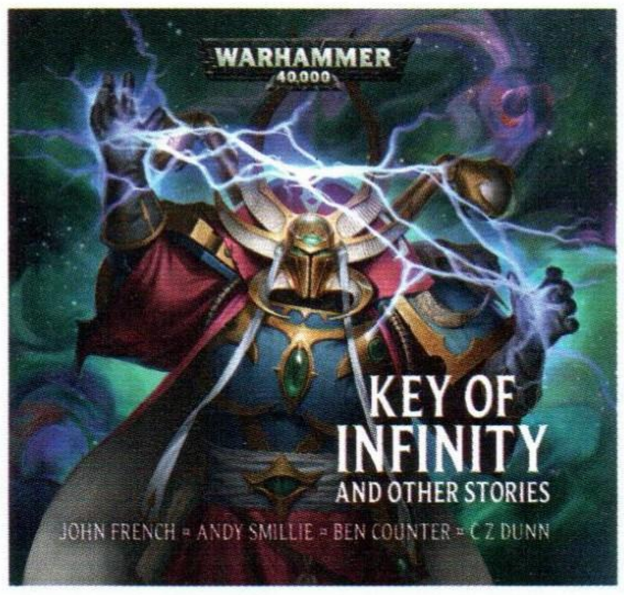
AUDIO DRAMA

THE KEY OF INFINITY

By Various Authors

Audio Drama | 94 minutes | 08 Sep

Immerse yourself in four bite-sized Warhammer 40,000 audio dramas from the Black Library Advent Calendar 2017, compiled into one place for your enjoyment. Included are the stories 'Heart of Decay' and 'The Rage of Asmodai', both of which feature the Relictors Chapter of Space Marines (and the Dark Angels Chaplain Asmodai in the second story). 'The Key of Infinity' pits the Sorcerer Ahriman against the mind of a captured Necron, while 'The Assassination of Gabriel Seth' follows the attempted murder of one of the Imperium's most deadly commanders.

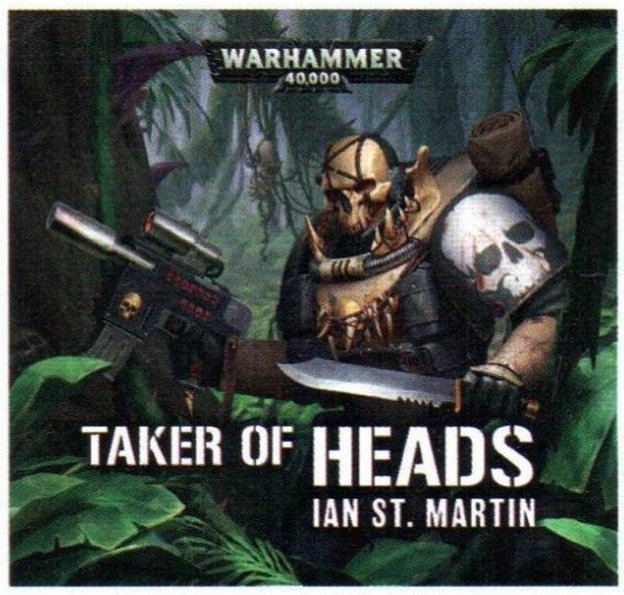


TAKER OF HEADS

By Ian St Martin

Audio Drama | 69 minutes | 22 Sep

In this brand-new audio drama, Ian St. Martin takes us into the battle-ravaged jungles of Aztlan, where stealth attacks by T'au forces are massacring the armies of the Imperial Guard. The only hope of defeating the alien menace lies with the arrival of the Ultramarines Successor Chapter, the Mortifactors. If you thought all the scions of Guilliman were wholesome warriors, this audio drama will likely prove you wrong, as Adoni – one of the strike force's unbloodied neophytes – seeks a grizzly trophy to earn his place in the chapter and the title of Taker of Heads.



THE KEY OF INFINITY

Pre-order: Now
Available: 08 Sep

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TAKER OF HEADS

Pre-order: 15 Sep
Available: 22 Sep

£12, €15, 130dkr, 160skr, 160nkr, 60zł, USA $17.50, Can $19, Aus $25, NZ $30, ¥1,400, HK$160, RM75, SG$30

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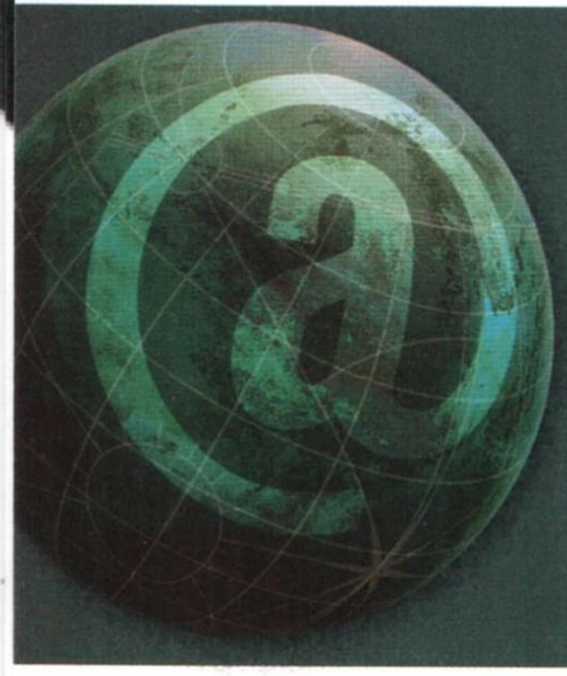

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IN THE HOOD

Hello, White Dwarf! I picked up my first issue of White Dwarf in 2015 and I've read every issue since. I love the articles about modelling and painting and, of course, all the other bits and bobs, too.

Now, I was reading about the Armiger Warglaives and the Adeptus Mechanicus, when I was struck by a magical (but not heretical) thought. Hoodies, but with the Skitarii hood designs! I would certainly want one and I'm sure others would too. Thanks again for writing such intriguing articles and taking such beautiful photos!

Pascal Crewe,
Edinburgh, UK

Hey, Pascal. Your idea about the hoodies sounds pretty cool – the cog motif could go around the edge of the hood! We will pass on your suggestion to our licensing team – perhaps they know someone who could make them. On that note, if you are looking for existing Games Workshop merchandise, you can find it at:

musterbrand.com

halfmoonbay.co.uk

WRITE TO US!

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Or visit us on our Facebook page (head over to Facebook and search for 'White Dwarf magazine').

A WHIRLWIND OF PAINTING

Dear White Dwarf Team, I spent many years being put off Warhammer because of my perceived lack of painting ability. Then, almost two years ago, I took the plunge and bought Warhammer Quest: Silver Tower. This began a whirlwind of collecting, admiring and painting. The whirlwind overtook me and I ended up building a considerable Skaven army, which collected awards at the last two Armies On Parade events at my local store (thanks to Ryan at Crawley for all the advice and enthusiasm). Sadly, a new job meant that I had little time for painting or reading and I found myself with four issues of White Dwarf backed up and unread. So I returned to the Silver Tower...

13 miniatures remained, and I resolved to paint them in smaller groups, leaving the heroes until last, so that I could focus on them individually. Now I have cleared my backlog of White Dwarf issues, discovered some handy tips for painting Plaguebearers on the sprue, and I have included some Kairic Acolytes to show you. I also recently discovered Gloss Shades, which have been a revelation, enabling me to apply a shiny finish to leather and add a slickness to metalwork. I was also really pleased with how much difference a layer of 'Ardcoat made to the Temple Guard Blue shoulder pads of the Kairic Acolytes. It really makes them pop next to the Retributor Armour. Keep up your awesome work on the magazine!

Chris Black, Crawley, UK

PAINTING QUESTION: THE SILVER STORMHOST

Hello! I'm writing in because I've just seen Dominic Murray's Steelheart's Champions in the April issue of the mag (in the Warhammer Underworlds article on page 105). I really like the colour scheme for them, especially the shiny silver armour (so shiny!) and the sandy coloured bases. Could you ask Dominic how he painted them, as I would love to paint my Stormcast Eternals the same way.

Louisa Schillaci, Albany, USA

Hey, Louisa. Well, seeing as you asked so nicely, we took a long and arduous journey across the office (a distance of about 10 metres) to ask Dom how he painted his models. Here's what he had to say: "The silver armour is about as simple as you can get," says Dom. "I sprayed the models Leadbelcher, then washed them with Nuln Oil Gloss. That's it! You just have to keep a close eye on the wash to make sure it doesn't pool in the recesses. I then painted the gold, followed by all the other details. The red and brown were both painted with a few more highlights, which helps to draw the eye to them and help them contrast with the dark armour."

ARMOUR

- Leadbelcher – Basecoat
- Nuln Oil Gloss – Wash

GOLD

- Retributor Armour – Basecoat
- Agrax Earthshade Gloss – Wash
- Runefang Steel – Layer

BASES

- Mournfang Brown – Basecoat
- Agrax Earthshade – Wash
- Skrag Brown – Drybrush
- Zandri Dust – Drybrush
- Ushabti Bone – Drybrush

Dom basecoated his Stormcasts separately from their bases so he could spray the models with Leadbelcher and the bases with Mournfang Brown.

CONTACT

Where you get to have your say... send us your letters and pictures and we'll print the best ones we get!

TEAM@WHITEDWARF.CO.UK

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UNITED KINGDOM

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IN THE HOOD

Hello, White Dwarf! I picked up my first issue of White Dwarf in 2015 and I've read every issue since. I love the articles about modelling and painting and, of course, all the other bits and bobs, too.

Now, I was reading about the Armiger Warglaives and the Adeptus Mechanicus, when I was struck by a magical (but not heretical) thought. Hoodies, but with the Skitarii hood designs! I would certainly want one and I'm sure others would too. Thanks again for writing such intriguing articles and taking such beautiful photos!

Pascal Crewe,
Edinburgh, UK

Hey, Pascal. Your idea about the hoodies sounds pretty cool – the cog motif could go around the edge of the hood! We will pass on your suggestion to our licensing team – perhaps they know someone who could make them. On that note, if you are looking for existing Games Workshop merchandise, you can find it at:

musterbrand.com

halfmoonbay.co.uk

WRITE TO US!

Readers! White Dwarf wants your letters, so get in touch by writing to us at: team@whitedwarf.co.uk!

Or visit us on our Facebook page (head over to Facebook and search for 'White Dwarf magazine').

A WHIRLWIND OF PAINTING

Dear White Dwarf Team, I spent many years being put off Warhammer because of my perceived lack of painting ability. Then, almost two years ago, I took the plunge and bought Warhammer Quest: Silver Tower. This began a whirlwind of collecting, admiring and painting. The whirlwind overtook me and I ended up building a considerable Skaven army, which collected awards at the last two Armies On Parade events at my local store (thanks to Ryan at Crawley for all the advice and enthusiasm). Sadly, a new job meant that I had little time for painting or reading and I found myself with four issues of White Dwarf backed up and unread. So I returned to the Silver Tower...

13 miniatures remained, and I resolved to paint them in smaller groups, leaving the heroes until last, so that I could focus on them individually. Now I have cleared my backlog of White Dwarf issues, discovered some handy tips for painting Plaguebearers on the sprue, and I have included some Kairic Acolytes to show you. I also recently discovered Gloss Shades, which have been a revelation, enabling me to apply a shiny finish to leather and add a slickness to metalwork. I was also really pleased with how much difference a layer of 'Ardcoat made to the Temple Guard Blue shoulder pads of the Kairic Acolytes. It really makes them pop next to the Retributor Armour. Keep up your awesome work on the magazine!

Chris Black, Crawley, UK

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Hey there, Chris, and congratulations on getting the models in your Silver Tower set finished – that's a lot of models to get done! Your Kairic Acolytes look brilliant, too – you really had nothing to worry about when it came to your painting. Now all you need to do is get the heroes painted and send us some pictures – we would love to see them.

I'M STILL HERE!

I grew up loving all things Space Marine in the early 1990s, playing the game during my school lunch breaks, building models and avidly learning how to play Adeptus Titanicus at every opportunity I had.

Now, at the ripe old age of 41, I have rediscovered my passion for Warhammer, mostly due to the enthusiasm and interest of my local Norwich store. The team have been very welcoming and have spent plenty of time helping me get to grips with the hobby again – collecting, building and painting – armed with all the skills and shiny new gear I need.

So I'm now happily reading all about this incredible universe and community, discovering reborn Primarchs, painting pestilent Death Guard and rolling D6s for my kick-ass Primaris Marines. Best of all, my four-year old son is now taking an interest too, so it won't be long before I can introduce him to the hobby. It feels good to be back! There's life in this old dog yet.

Paul Napleton,
Wymondham, UK

Great to hear that you're back, Paul. You've returned to the hobby at a good time, too – Adeptus Titanicus has only just come out, so you can have plenty of fun reliving the Titan battles you used to play. And, of course, there are loads of Primaris Space Marines already out for you to build, paint and play games with. Perhaps your son will turn out to be a gifted Titan Princeps or Space Marine commander, too!

ASK GROMBRINDAL

Grombrindal – time to pull your socks up, boy, and get my question answered. Are Cloaks of Beards still made and used by aelves in the Mortal Realms? I would hate to think the knowledge of their manufacture has been lost.

Aaron Smith,
Saim-Hann (apparently)

What?! How dare you? First you call me boy, then you insult my ancestors and condone the shaving of beards to make tawdry aelven trinkets! Whichever realm you are in, whatever rock you are hiding under, I will find you! Consider yourself entered into the Book of Grudges, Aaron Smith.

Honestly, the gall of it. I know the aelves can be uncivilized at times, but I think they've probably got past all that beard-trimming by now. They don't hold a good grudge like us. Besides, there aren't many aelves left in the Mortal Realms and there are loads of duardin – they wouldn't want to go provoking us. Then again, I wouldn't put it past that Morathi to do something so churlish – she's a bad one and no mistake. Or those sea-aelf people. You know, the ones without eyes. I reckon they would lop off a beard. In fact, just the thought of it makes me genuinely furious. I think we should watch those aelves a little more closely...

Grombrindal

A LITTLE LOVE FOR MIDDLE-EARTH

Just a quick note to say that I am really enjoying all the new rules content in White Dwarf. I am especially enjoying the new scenarios and Battle Companies lists for the Middle-earth Strategy Battle Game (and seeing Middle-earth miniatures featured in Golden Demon, too). Could you pass on a few words of thanks to your Middle-earth team for me – they did a great job in 2017 with all the new content and new miniatures. I can't wait to paint the new Ringwraith models.

Keep them coming and keep up the great work.

Andrew Scherer,
Providence, Rhode Island, USA

You've written in at just the right time, Andrew! *The Lord of the Rings* is back this month with a brand-new boxed set – Battle of Pelennor Fields. You can see the contents of the boxed set on page 12 (including the new plastic Théoden model), find a painting guide for Théoden on page 128 and read more about what's happening in Middle-earth on page 50. Suffice it to say, Adam, Jay and the rest of the Middle-earth team have got a lot planned for the future – it's going to be an exciting journey!

WE FOUND THE ESCAPE POD!

I've been playing Lost Patrol quite a lot recently, and we've actually won a few games with the Scouts in our house! You guys have written extra rules for using Terminators in the game, but I was wondering if you could please write some additional rules for the jungle enemies instead. Ork Boyz, perhaps, instead of the Genestealers. I'd love to see what you come up with.

Billy Webb,
Woking, UK

Woah there, Billy! You actually won, with the Scouts? Do you have video evidence? Can you share your tactics with us because we still haven't cracked it. We can certainly pass on your suggestion to the Studio team, too, and see what they think.

DYNAMIC EXPANSION

DYNAMIC EXPANSION

The T'au first appeared in October 2001's White Dwarf 262, with the releases continuing throughout November. As a result, on top of all of the amazing T*he* L*ord of the* R*ings* news, White Dwarf 263 featured a number of T'au-centric articles, including Dynamic Expansion, looking at some of the T'au's most important early military victories. Who knew so many more would await?

THE HUNTERS HUNTED

What better way for the T'au to prove their bona fides as a new threat on the galactic stage than to take on the Tyranids in a White Dwarf Battle Report? They did and duly triumphed.

THE HUNTERS HUNTED

KAUYON CADRE

BIO-ANOMALY 23.51

THE DEFENCE OF IYANDEN
THE BATTLE FOR THE SOUL OF A CRAFTWORLD

THE DEFENCE OF IYANDEN

The first incarnation of Warhammer 40,000 Cityfight appeared earlier in 2001 and in this issue Phil Kelly gave a well-known tale a fresh telling by way of some inspiration for taking your cityfights to locations as striking as an Eldar Craftworld.

COMMANDER O'SHOVAH

One of the most famed heroes of the T'au Empire made his first appearance in November 2001 – Commander O'Shovah, otherwise known as Commander Farsight, leader of the so-called Farsight Enclaves. The long-lived O'Shovah is still with us today, with a deservedly updated miniature.

INDEX XENOS

The T'au, famously, are not in it for themselves (well, so they say) but, rather, have the Greater Good of the galaxy in mind and will gladly accept the allegiance of any race willing first to offer their submission. Among the first to align themselves to the T'au's cause were the Kroot, stars of White Dwarf 263's instalment of Index Xenos.

Index Xenos 1
SAVAGE EVOLUTION

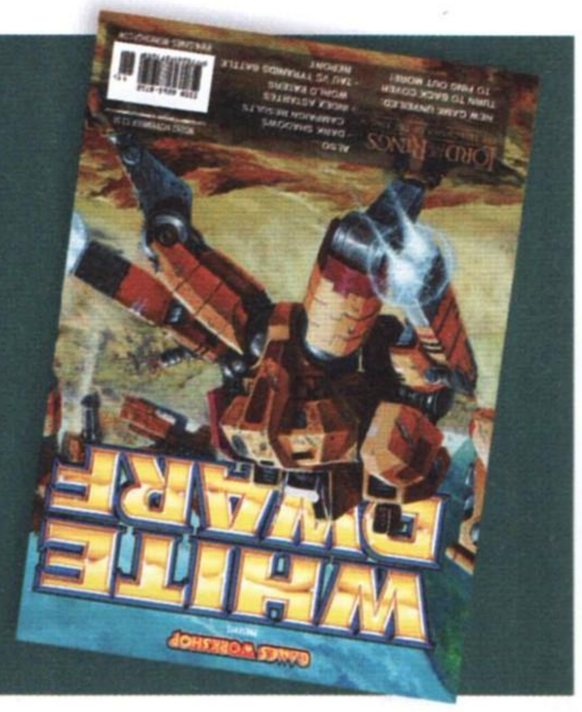
DARK SHADOWS – THE FINAL CHAPTER

DARK SHADOWS: THE FINAL CHAPTER

The summer of 2001 saw Dark Shadows sweep across the Warhammer world, that year's global campaign. Come November, it was time to bring our readers the results.

TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we're head over heels on our way back to November 2001...



You might be thinking these pages are upside down – you'd be wrong. (It's the rest of the magazine that's upside down.) This same misconception was rife back in the early 2000s when, starting with White Dwarf 263, White Dwarf appeared with so-called 'flip' covers, one featuring Warhammer or Warhammer 40,000 and the other featuring *The Lord of the Rings*, so you could flip the magazine over and read from the 'front' or the 'back' depending on which game you wanted to read about first. And what a choice it was back in November 2001, when you could read all about a brand-new game or a new alien threat in Warhammer 40,000...

A WELCOME TO MIDDLE-EARTH

If you weren't around at the time, it's hard now to imagine just what an impact the arrival of the Middle-earth Strategy Battle Game, in the form of *The Fellowship of the Ring*, made. Many of us gamers had been life-long fans of *The Lord of the Rings*, and to see it brought to life not only as a film but also on the tabletop with Citadel miniatures was an event worthy of the most fulsome celebration. And in this issue, that's what we did.

THE AFFAIRS OF WIZARDS

Not only did *The Fellowship of the Ring* bring a whole new world to the tabletop – that of J.R.R. Tolkien's Middle-earth – but it also introduced a brand-new game, one which, at the time, was a bit of a departure. Heroes led small bands of warriors, and armies were made up of the Free Peoples – the forces of Good – and the Servants of Sauron – the forces of Evil – respectively. An in-depth Designer's Notes feature helped the world get to grips with it all.

"To Mordor we will take you..."

"What is the will of the Ringbearer?"

Three Rings for the Elven-kings under the sky,

Seven for the Dwarf-lords in their halls of stone,

Nine for the Mortal Men doomed to die,

One for the Dark Lord on his dark throne,

In the land of Mordor, where the Shadows lie.

One Ring to rule them all, One Ring to find them,

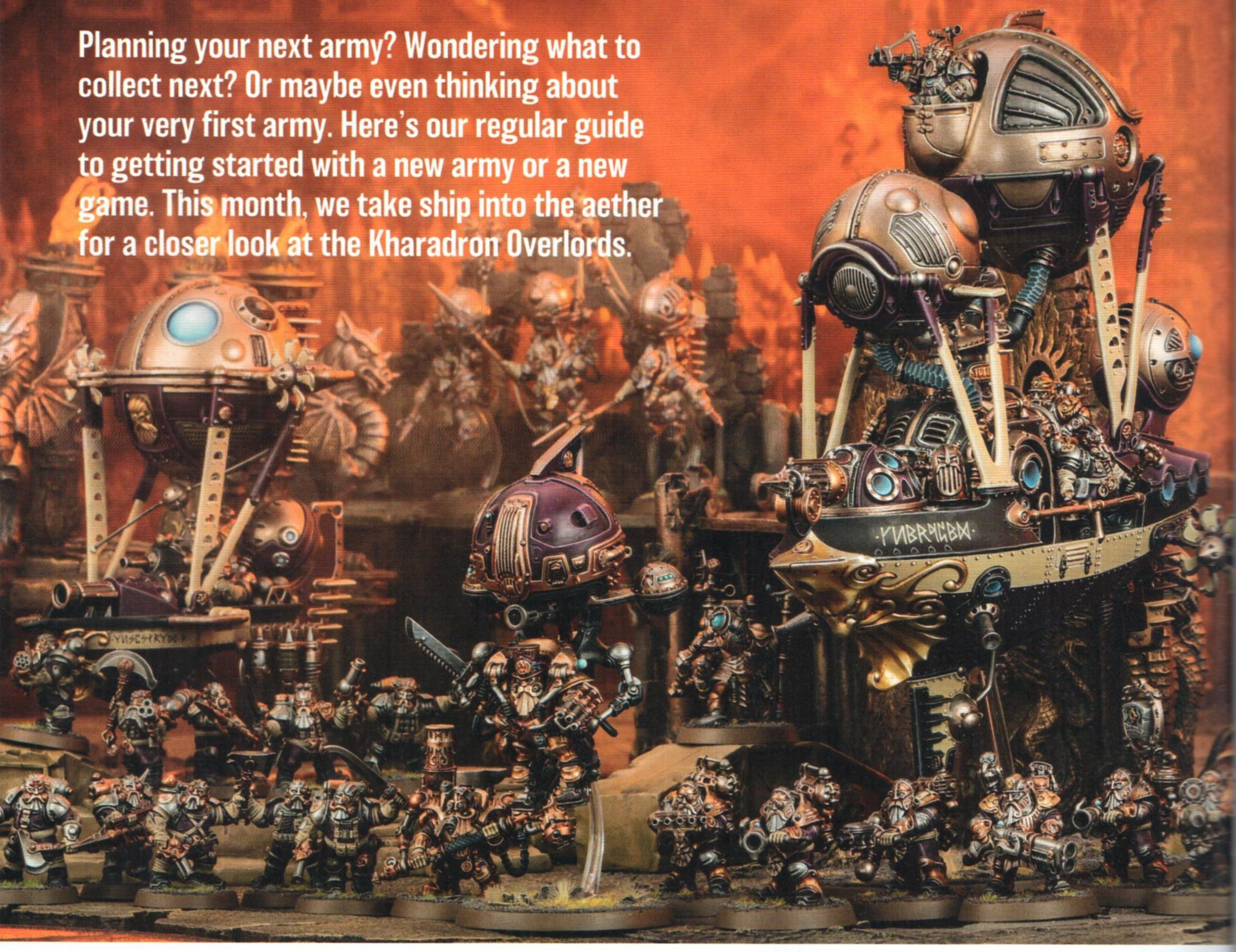
One Ring to bring them all, and in the darkness bind them,

In the land of Mordor, where the Shadows lie.

GETTING STARTED WITH...

KHARADRON OVERLORDS

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. This month, we take ship into the aether for a closer look at the Kharadron Overlords.



The Kharadron Overlords are arguably one of the more unusual armies in Warhammer Age of Sigmar. It's not because they're magical or ethereal, undead or daemonic. They don't ride to battle on mythical creatures or carry powerful magical weapons. No, these gold-hungry duardin fly into battle on huge, heavily armed sky-ships held aloft by arcane aether-science and unfathomable high technology. Magic to them is a dirty word and wielders of it are treated with suspicion. For the Kharadron Overlords, science (and the mastering of it) is the only way to progress and aether-gold is the means by which they intend to do it. Armed and armoured for every eventuality, the Kharadron live, fight and die by a strict Code – enemies must be fought, honour must be upheld and profit margins must be met. Read on to find out more about the Kharadron Overlords, the true masters of the skies! **DH**

FOLLOW THE CODE

The Kharadron Code is the constitution – a set of laws – to which all Kharadron must adhere. First compiled at the Conference of Madralta during the Time of Reaving, the Kharadron Code (also known simply as 'the Code') is a collection of practical guidelines, regulations, mandates and directives covering everything from the division of profits to how to engage a foe. Within the Code can be found nine Artycles subdivided into many individual clauses. Over time there have been amendments to the Code*, enabling more unscrupulous – some might say ambitious – Kharadron to interpret the Code to suit their own needs. If this transgression ensures an increase in profit without damaging Kharadron trade or endangering an unacceptable number of lives, it is normally overlooked.

*and footnotes added

ASSEMBLE YOUR SKY-FLEET

START COLLECTING! KHARADRON OVERLORDS

Listen up, beardling. If you're really serious about mining aethergold and making your fortune then you'll need some help. We recommend investing in a Start Collecting! box, which contains five Grundstok Thunderers, three Skyriggers, a Grundstok Gunhauler and an Endrinmaster to lead them all.

BROKK GRUNGSSON, LORD-MAGNATE OF BARAK-NAR

'To the victor, the spoils.'

– The First Rule of Grungsson

No Kharadron Admiral is as financially successful (income worked out on a sky-fleet expenditure to profitability ratio) as Brokk Grungsson, Lord-Magnate of Barak-Nar. For a price, he will lead your Arkanauts to victory after victory, his profusion of aether-powered wargear making easy work of most enemies.

KHARADRON SKY-PORTS

'No endeavour should be undertaken if the outcome results in a loss for the sky-port.'

– Artycle 1, Point 2 of the Code

There are many Kharadron sky-ports floating above the Mortal Realms and each has its own specialisations, peculiarities and interpretations of the Kharadron Code. Your preferred battlefield tactics and style of warfare may encourage you to fight for one of these sky-ports. Alternatively, you may wish to build your own city among the clouds.

THE GRUNDCORPS

'Use of excessive firepower is permissible so long as the end justifies the means.'

– Artycle 9, Point 7 of the Code

If you're in need of firepower to protect your sky-fleet (and its profits), then consider investing in the Grundcorps. The Grundstok Thunderers carry the latest in aethermatic weaponry, from the sturdy and reliable aethershot rifle to the frankly bizarre aetheric fumigator. For an additional fee, you can also hire a squadron of Grundstok Gunhaulers to protect your skyvessels from enemy actions. (Drillbill available on request.)

SKYWARDENS

'All boarding actions must be authorised by the Captain (or highest ranking officer).'

– Artycle 5, Point 6 of the Code

Harness the power of true flight by financing a team of Arkanaut Skywardens to join your sky-fleet. They are especially useful in the dispersal and elimination of flying targets. (Subject to contract. Terms and conditions apply.)

ENDRINRIGGERS

'Upkeep of a skyvessel is essential, even over Kharadron lives.'

– Artycle 3, Point 2 of the Code

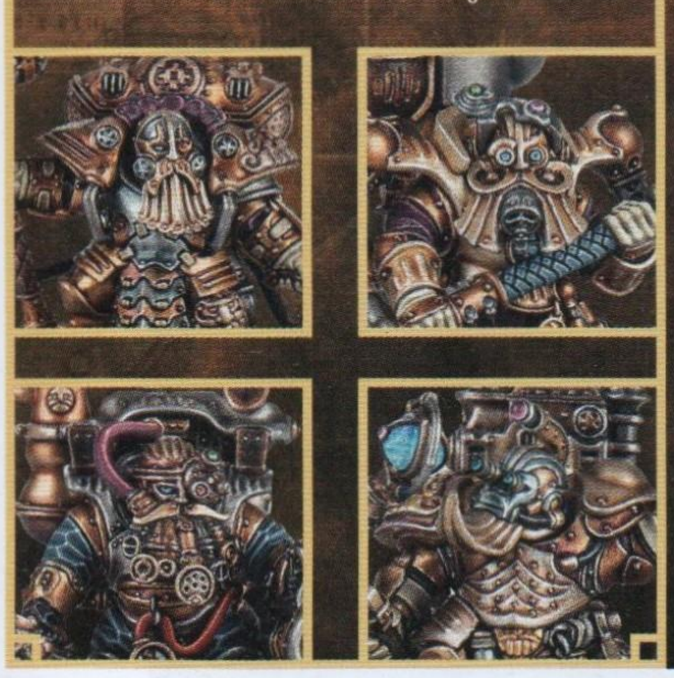
Without skyvessels, your Kharadron fleet is, quite literally, grounded. Keep your Gunhaulers, Frigates and Ironclads in tip-top condition by ensuring you have a team of Endrinriggers nearby to keep them in good repair. (Surcharge applicable if rivet guns are required.)

FLEET OFFICERS

'Guild representatives must be received and accorded all honours due their rank. Their skills are at the fleet's disposal.'

– Artycle 8, Point 12 of the Code

The Kharadron Guilds will often send specialists to join your sky-fleet. Their skills and battlefield prowess are legendary – make use of them to boost the firepower of your troops, protect them from suspicious magic and, most importantly, search for seams of valuable aether-gold.

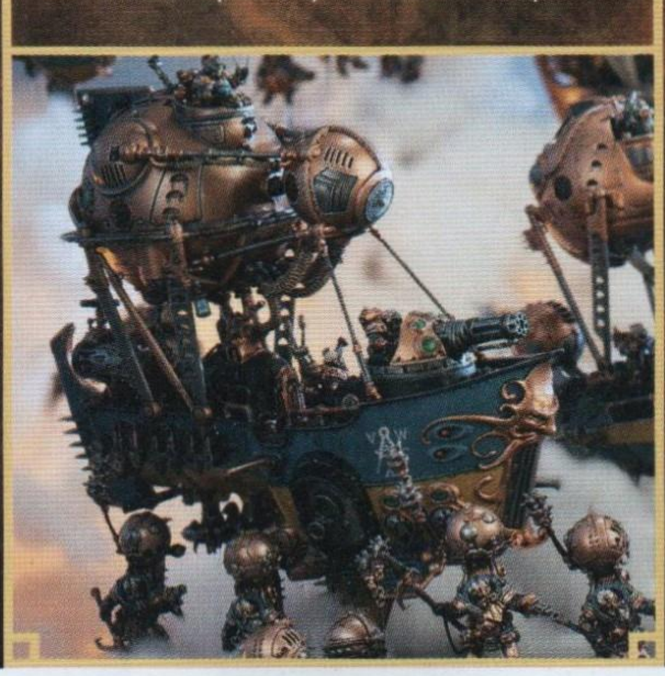


IRONCLADS

'The profit margin must be evaluated before the deployment of sky-fleet assets.'

– Artycle 3, Point 1 of the Code

There is no single-endrin skyvessel currently available in the sky-markets more powerful than an Arkanaut Ironclad. A fitting flagship for any Admiral, an Ironclad is not only a mobile bastion of devastating firepower, but also a base of operations for your commissioned officers and an armoured transport for your Arkanaut Companies.



THE ARKANAUT COMPANIES

'An Arkanaut shall receive one share of a *galkhron*. Deductions from the share will be made for maintenance of skyvessels, aether-armour and aethermatic equipment, plus supply of *brog* and *gorog*.'

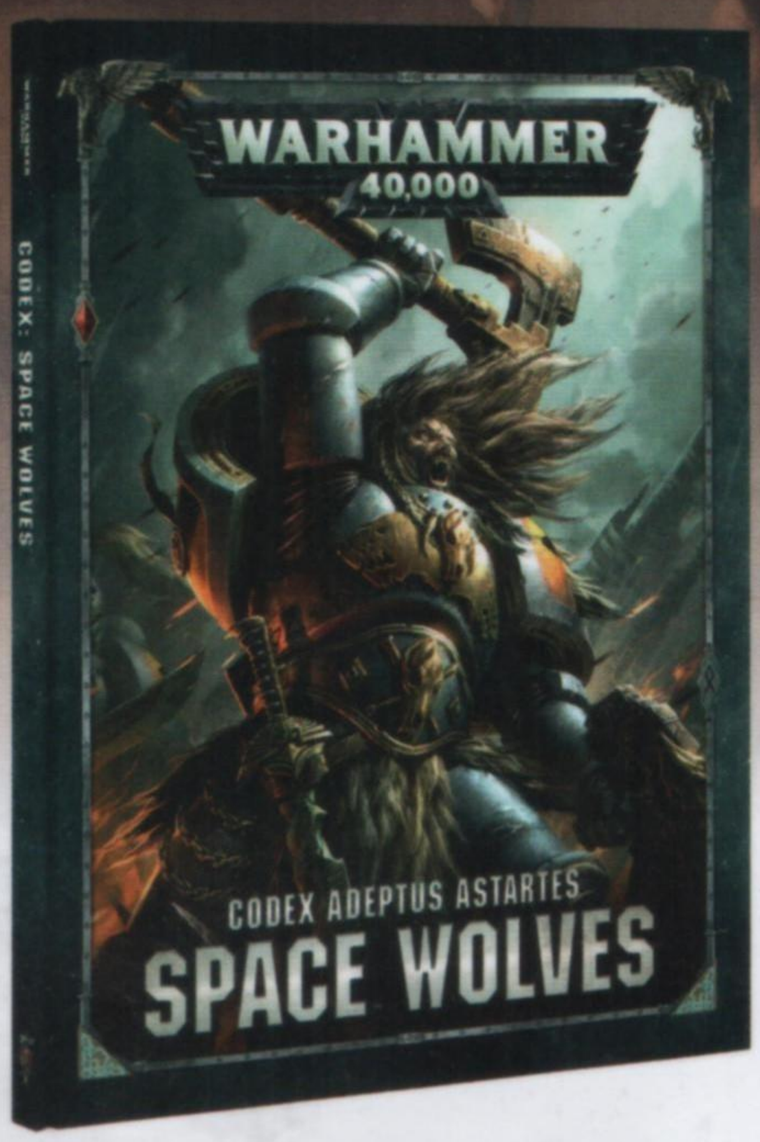
– Artycle 2 (addendum), Point 3 of the Code

No self-respecting Admiral would take to the skies without a full company of Arkanauts to crew his skyvessels. Arkanauts are hardy fighters that can handle themselves well in combat and in a firefight, especially if well-to-do members of the company invest in aethermatic volley guns. Frigates form the backbone of your sky-fleet. Fast and dependable, their sky cannons, sky hooks and other potent defensive weaponry can see off even the largest foes. (Citation required.)

SEE THE WHOLE RANGE AT: GAMES-WORKSHOP.COM

EXPAND YOUR TOOTH AND CLAW COLLECTION

SPACE WOLVES



Available exclusively from www.games-workshop.com

DESIGNERS' NOTES

PUSHING THE BOUNDARIES

The Rogue Trader expansion represents an exciting new chapter in the Kill Team game and even reintroduces Rogue Traders as playable characters for the first time since Warhammer 40,000's first edition back in 1987! We spoke to the designers to learn more.

ROBIN CRUDDACE & BEN JEFFERSON

Robin wrote the rules for Kill Team: Rogue Trader and Ben headed up the Citadel Design team that was responsible for the new miniatures.

Rogue Traders ply the fringes of Imperial space, mapping out uncharted stars and searching for new inhabitable planets that can be populated or conquered on behalf of the Imperium. This quest often sees them come into conflict with alien warlords, tyrannical despots and countless other nameless horrors that humanity has never before encountered, so a Rogue Trader must be able to adapt as the situation demands. Some disputes can be solved by the sheer charisma of the Rogue Trader and their silver-tongued negotiating skills, but in many cases they are forced to invoke the power of their Warrant of Trade to muster an Imperial crusade and take a more direct approach though the use (or show) of force.

Yet a Rogue Trader is not without protection of their own, for they surround themselves with highly trained bodyguards or the best mercenaries money can buy. Rogue Traders themselves are almost universally skilled warriors and battlefield commanders, many having served highly decorated military careers before taking up the mantle of Rogue Trader. They are armed with the finest wargear, often bearing custom-built or archeotech weaponry. Yet even these weapons are designed with an elegance and ostentatious flair that disguises their rare quality and deadliness should they be needed.

Kill Team: Rogue Trader details the latest exploits of one such character, Elucia Vhane, and her encounter with a horde of mutants created by the corruption of her starship's Geller field. Lead rules writer Robin Cruddace tells us all about this exciting new expansion for Kill Team, which introduces a narrative campaign, rules for fighting indoors and using powerful characters in your kill teams to the game.

"The Rogue Trader expansion is very much a narrative-driven one," says Robin. The missions presented in the book are themed around the story of Elucia Vhane's fateful encounter with a new breed of Nurgle mutants, the Gellerpox Infected. These events tell of her escape from a doomed ship to her rescue after her escape pod crashes down into the interior of a Ministorum shrine. You can theoretically play these missions with any other kill teams you may have, but they were designed specifically with the two new factions in mind. We wanted to give them the feel of a four-act movie that you can actively take part in and refight.

"Both of the new kill teams in the expansion offer something very different. The large variety of models available to Gellerpox Infected players enables them to field a kill team comprising a small number of powerful multi-Wound ▶

THE PATH OF THE ROGUE TRADER

The Astra Cartographica is one of the Imperium's oldest institutions, responsible for mapping uncharted regions of deep space. Their chief agents are known collectively as Rogue Traders, though they are also referred to by many other titles – Merchant Princes, Trader Militants and Explorator Fleetmasters among them – according to the way they conduct themselves. Key to a Rogue Trader's authority to operate as they see fit is their Warrant of Trade. This most sacred and revered charter grants its bearer a level of authority within the Imperium unrivalled outside of the High Lords of Terra or those that bear the Inquisitorial Seal. A Rogue Trader can therefore summon the might of the Imperium's fleets and armies to serve their purpose if needed. As such, a Warrant of Trade is never granted lightly, for it holds the power of life or death over countless billions of Imperial souls, so only those recognised as truly exceptional individuals will ever be considered for such an honour. Warrants of Trade are also hereditary charters and have led to the establishment of many powerful Rogue Trader dynasties over the millennia.

FAMOUS ROGUE TRADERS

Trader Militant Bastian Jeffers – Warrant of Trade A01-14A1
Rogue Trader Jeffers commanded one of the first fleets to leave the Sol system at the outset of the Great Crusade and bore a Warrant of Trade signed by the Emperor himself. He discovered Chrysis, the first formally recognised Knight world.

Rogue Trader Janus Draik – Warrant of Trade R38-79N1
A renowned duellist and diplomat, Janus Draik has pushed forward Imperial boundaries in the Segmentum Pacificus for decades. His preferred method of acquiring new worlds involves appealing to the interests of greedy planetary rulers and self-important despots, plying them with exotic riches and aged amasec aboard his opulent shuttle.

Such is the power of one in possession of a Warrant of Trade that a Rogue Trader can judge the worth of an entire planet. Will they negotiate, barter, subjugate or even destroy?

DESIGNERS' NOTES

THE ELUCIDIAN STARSTRIDERS

"We wanted the Rogue Trader and her crew to display a kind of corporate identity that would set them apart from the rest of the Imperium," says Ben Jefferson. "Owning a Warrant of Trade makes you a law unto yourself, so the miniatures needed to feel more independent from the Imperium. They represent members of different departments within a wider organisation, but one that owes its allegiance to the Rogue Trader directly and rather than any other of the more familiar Imperial institutions. John Blanche was heavily involved in the concept work for these models, and his influence is plain to see. They wouldn't look out of place in a Blanchitsu article!

"The corporate identity of the Elucidian Starstriders is represented by the different departmental heraldry on their various uniforms, though they are still tied together aesthetically by their baroque styling and flamboyance. Money is no object for a Rogue Trader, as is evidenced by the extravagance and opulence on the crew's clothing and armour. Yet despite their diversity, their weaponry is still clearly Imperial in design – even if slightly more archaic in the case of the Rogue Trader and the Lectro-Maester.

A Warrant of Trade is the source of a Rogue Trader's power and authority. As such, Elucia Vhane wisely chooses to keep hers on her person at all times **(1)**. The embroidered panther design on her skirt **(2)** represents the heraldic symbol of the Vhane dynasty.

The protruding nodes of the Larsen van der Grauss's voltagheist array **(3)** serve as focal points for the energy field that surrounds the Lectro-maester and those near to him.

Stromian Grell bears his squad's warthog icon on not just his uniform, but also the right shoulder pad of his reinforced armour **(4)**.

Sanastia Minst carries a dispenser filled with a variety of healing and rejuvenat serums **(5)**. However, the mutant squirming beneath her boot **(6)** and the fact that she is carefully selecting which of her surgical tools to perform a vivisection with **(7)** show that she is far from just a healer!

"Rogue Traders are privateers of the 41st Millennium, with their own soldiery, starships, crew and other menials, and the miniatures in the game represent a nice selection of the support staff that such a powerful individual would make use of in their various dealings. The crew consists of a medical aide, a military adviser, a scientist, a 'bodyguard' (read as: assassin!) and a bunch of private soldiers, so they feel like members of an inner circle.

"There are a number of other subtle differences that help them stand out from other Imperial ranges. Their uniforms are all cut differently. The models all feature rounded edges on their suits and lapels, and there is plenty of lacework and finery on show. Essentially, the Imperium's imagery is very Gothic, while the Elucidian Starstriders are more baroque in influence.

"Even when I look at the models now, I still get the feeling of arrogance and aloofness about them as a group. They're ostentatious and not afraid to show off their wealth. They have a collective bravado and sense of entitlement that is clear to see – they believe that they're better than everyone else and it shows."

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▶ models, an inexpensive horde of critters that can overwhelm the enemy with sheer weight of numbers or any combination in between. By comparison, the Elucidian Starstriders are more structured as a kill team. They are more clearly defined by the narrative, so their specialists (and specialisms) are predefined to be in keeping with their respective roles and traits.

"We wanted to give them the feel of a four-act movie that you can actively take part in and refight."

"Another exciting feature of Kill Team: Rogue Trader is the introduction of Characters to the game. The two Characters in question are the leaders of each kill team – the Twisted Lord Vulgrar Thrice-Cursed and the Rogue Trader Elucia Vhane. They are very powerful individuals and have access to brand-new specialisms (including their associated tactics and skill trees) that are unique to them – you can choose for Vulgrar Thrice-Cursed to be a Strength specialist or Elucia Vhane to be a Strategist.

"Characters add a whole new level to the game, as they are able to take on many times their own number or otherwise influence the battle in a ▶

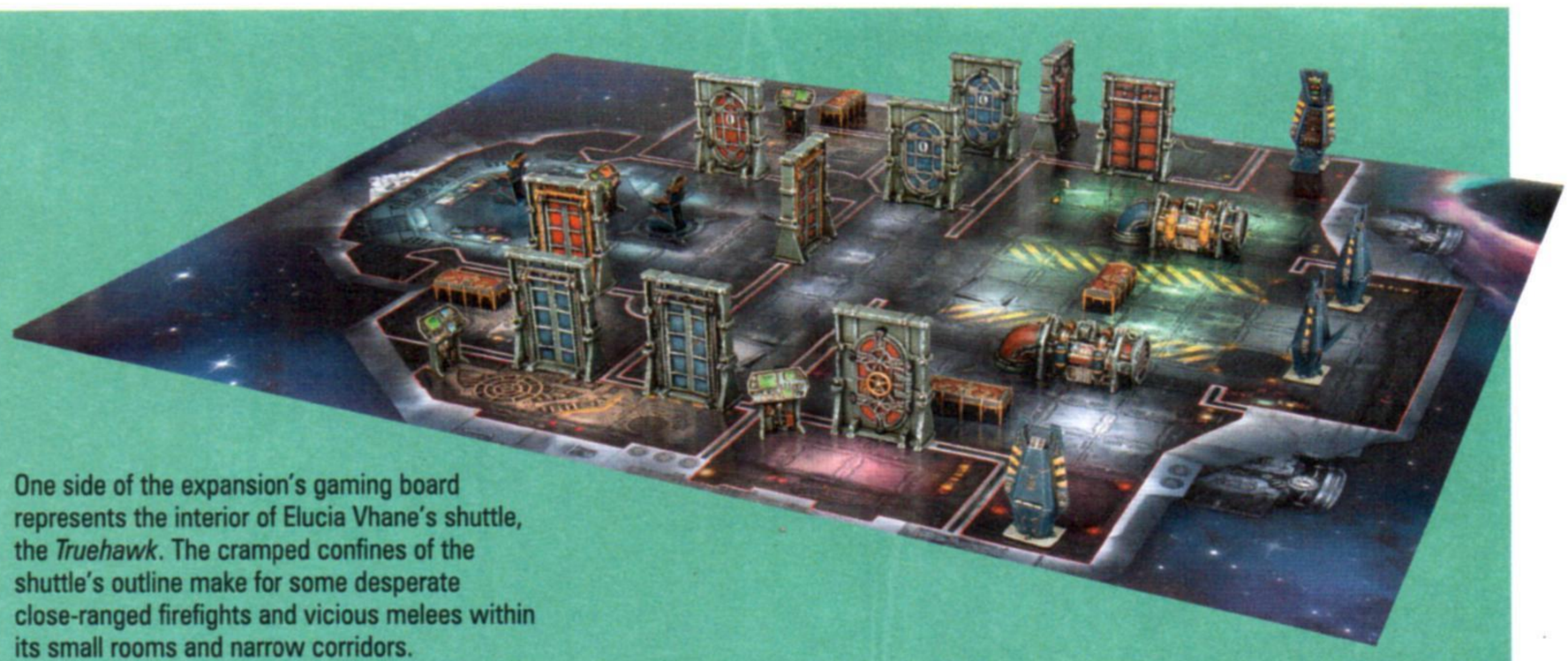
ELUCIA VHANE

The Mistress of a Thousand Names, Elucia Vhane comes from an ancient Rogue Trader dynasty whose first Warrant of Trade was granted back in the 32nd Millennium. She has travelled much of the Imperium, for she is far older than her youthful appearance would suggest. Her skill as a duellist is as renowned as the withering glare with which she has unmanned many a dignitary that would dare presume to deny her will. During her long career, Vhane has discovered many star systems, and mapped entire new sectors of the galaxy.

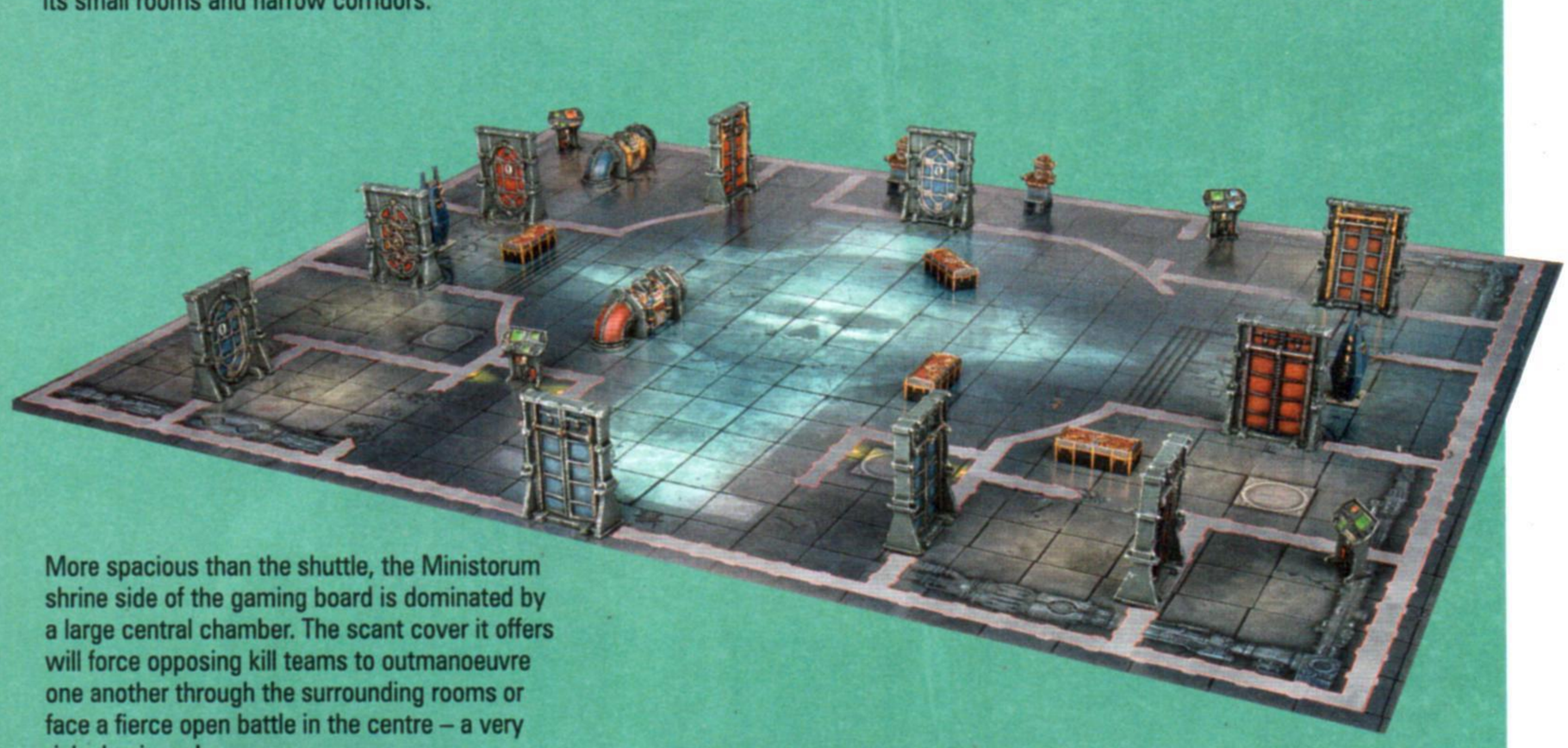
SETTING THE SCENE

The four narrative missions are set shortly after Elucia Vhane has been forced to abandon her starship, the *New Dawn*, which has been overrun by a tide of mutants known as the Gellerpox Infected. As they make their escape aboard the shuttle, the *Truehawk*, the Elucidian Starstriders are forced to fight for their lives once again as an act of sabotage reveals that they are not alone...

After battling their way to the escape pods, Elucia Vhane and her surviving team plunge through the roof of a large Ministorum shrine on a nearby planet. The Elucidian Starstriders must first locate the Elucia Vhane within the palatial shrine, then fight a desperate last stand to protect her against the encroaching horde of Gellerpox Infected.



One side of the expansion's gaming board represents the interior of Elucia Vhane's shuttle, the *Truehawk*. The cramped confines of the shuttle's outline make for some desperate close-ranged firefights and vicious melees within its small rooms and narrow corridors.



More spacious than the shuttle, the Ministorum shrine side of the gaming board is dominated by a large central chamber. The scant cover it offers will force opposing kill teams to outmanoeuvre one another through the surrounding rooms or face a fierce open battle in the centre – a very risky business!

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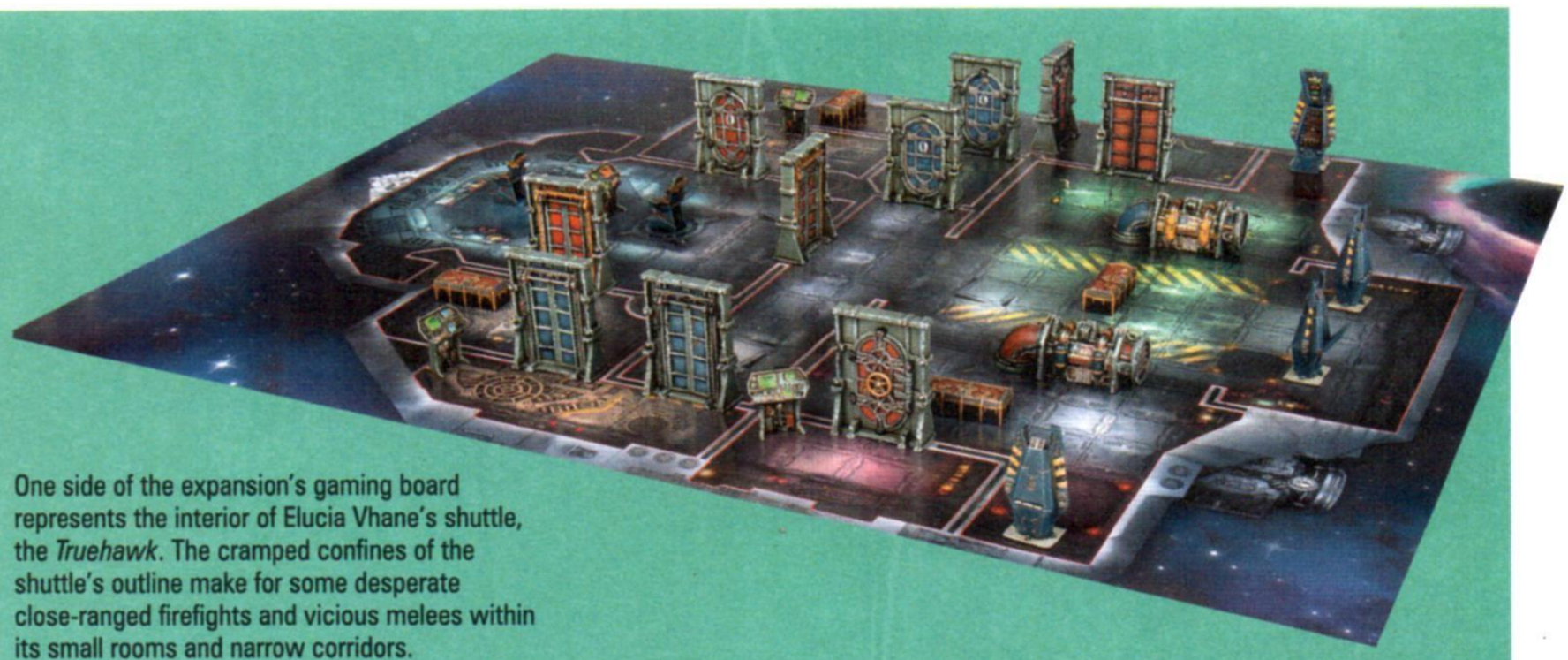

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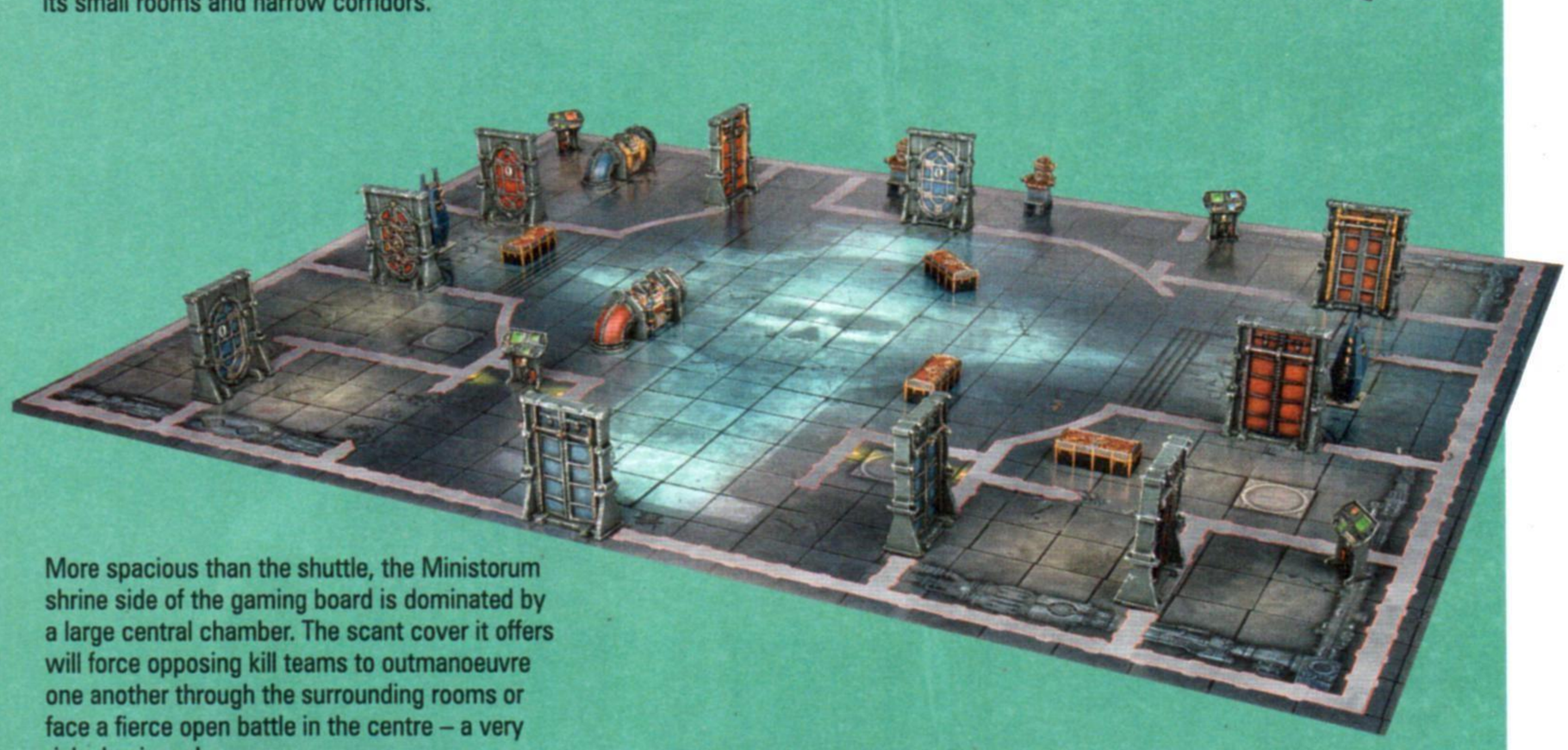

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DESIGNERS' NOTES

THE GELLERPOX INFECTED

"The Gellerpox Infected are nightmares made flesh – terrifying creations born of the roiling madness of the warp," says Ben. "A Geller field is responsible for creating a protective bubble to shield a starship from the horrors beyond when travelling through the empyrean, but should one of the generators fail or be corrupted, this is what it can lead to!

"John Blanche was again heavily involved in the concept art as he's got an unrivalled flair for producing the sort of crazy images we were looking to channel for this faction. The designs he created represented a twisted form of plague – not in the traditional sense, but one where the madness of Chaos and mortal flesh meet. This is exactly what the Gellerpox Infected are – the deck crew of a starship that have been irrevocably mutated by exposure to the raw power of the warp rather than by the physical devolution normally associated with Nurgle. The models still wear the tattered and torn remnants of their boiler suits and work overalls as a result.

"The Nightmare Hulks are torn straight out of the crew's own nightmares, the sort of terrible creatures that slowly and inexorably lumber after you as you try in vain to outrun them. They're madness made manifest, but each one also displays features of an archetypal fear – a cannibalistic butcher, a betentacled beast of the deeps, an unstoppable living engine of destruction and a pyromaniacal hybrid of man and machine in the case of the Twisted Lord.

"As the first and most blessed of the Gellerpox Infected, the body of Vulgrar Thrice-Cursed features more industrial machine parts than the others. He appears stitched together, as if a twisted hybrid of flesh, metal and daemon. He's like the physical manifestation of the machine curse that has affected them all, but taken to the next level.

"Not only do you have these giant, lumbering monsters and shambling humanoid mutants, but a swarm of horrible Chaos-tainted creatures. They represent the mortal fear of creepy-crawlies and being overwhelmed by a tide of biting, blood-sucking critters. We imagine that these are the sorts of bugs that would plague (if you'll pardon the pun) the land left in the wake of an invasion by the Death Guard or Daemons of Nurgle, but this is the first time we've seen them as miniatures."

The disease-furnace set within Vulgrar Thrice-Cursed's belly **(1)** serves as a visual link to his origins as engine-master of the *New Dawn*. His three heads **(2)** are symbolic of the tri-lobe icon of Nurgle.

Pugglox's missing left leg has been crudely replaced by a wooden peg leg **(3)** as a subtle piratical reference to his naval origins.

The Herg's body is riddled with a form of elephantiasis, but that is not the only extent of his mutation, as the ear sprouting from his left leg testifies **(4)**!

The Gellercaust masks **(5)** represent a ceremonial conjoining of man and machine.

Gnasher-Screamer's mewling and chomping mouths indicate that the Nightmare Hulk is in fact an amalgamation of some of the *New Dawn*'s deck crew **(6)**.

Big Spike's right arm has become one with a large fly **(7)**, a sure (if rather unsettling) sign of Nurgle's favour.

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ENTERING THE GRIM DARKNESS OF THE FAR FUTURE

The Elucidian Starstriders and the Gellerpox Infected represent two brand-new factions not just for the Warhammer 40,000: Kill Team game, but also for Warhammer 40,000 itself. As such, Kill Team: Rogue Trader includes two codex booklets that introduce them to the game of Warhammer 40,000. Each of these codexes includes a full set of datasheets that enable you to field the models as a small army in their own right or add them as allies to your existing collections. They also feature new warlord traits that are unique to Vulgar Thrice-cursed (Twisted Brilliance) and Elucia Vhane (Explorator Fleetmaster) should you choose them as your warlord. There are even eight new stratagems unique to each of the two factions, representing such quirks as Elucia Vhane's Digital Laser Regalia or a Machine Glitch caused by the mischievous Glitchlings.

The Gellerpox Infected datasheets all share the Chaos and Nurgle keywords, so their units make for thematic additions to Death Guard, Chaos Space Marines or Chaos Daemons armies. Meanwhile, the Elucidian Starstriders are all Imperium units, can freely ally with any such armies.

VULGRAR THRICE-CURSED

A disturbing amalgam of the *New Dawn*'s engine-master and his two first mates, the Twisted Lord now known as Vulgrar Thrice-Cursed was the first to succumb to the corrupted Geller field. Of the ship's crew that received the dark gifts granted by the Gellerpox virus, none grew as large or as powerful as Vulgrar. A boisterous leader to the Gellerpox Infected, Vulgrar is nonetheless the most dangerous of their kind, able to tear his foes to pieces with his mechanical arms or incinerate them wholesale with gouts of flame from his disease-furnace.

▶ way that even the most experienced leader or specialist couldn't hope to match. But that power comes at an appropriately high cost in points. As a result, we've upped the maximum cost that players can spend on their kill teams to 150 for all of the narrative and matched play missions included in the expansion. This increased allowance offers an interesting choice between fielding a Character or simply more models.

"One of the other aspects you'll notice about the Kill Team: Rogue Trader expansion is that both sides of the game board are set indoors. Where the other Killzone Environments represent more open, expansive Warhammer 40,000 battlefields such as dense city ruins or death world forests, the events that take place in Kill Team: Rogue Trader all take place within buildings or, indeed, a space shuttle. This makes for a very different gaming experience, as fighting within the close confines of an interior setting creates a much more claustrophobic atmosphere.

"The Killzone Environment in the expansion introduces new rules for line of sight to take walls into account, and doorways become a focal point, as whoever controls a doorway also controls access to the room or corridor beyond. The way that doors and walls interact is simple but it makes such a big difference. **SG**

THE WHITE DWARF INTERVIEW

THE MASTER ARCHITECT

Dave Andrews is one of the silent heroes of Games Workshop, having worked in the Design Studio in various roles for the last 34 years. Yet he's best known as a scenery designer and, through years of hard work, has shaped the gaming tables we fight over every day.

Before your models even hit the battlefield, the first thing you do is set up the terrain. A ruined building here, a bunker or crater there. Perhaps a factory complex or a wizard's tower as the centrepiece. Maybe there's a fortress for your army to lay siege to. It's fair to say that scenery has a huge impact on the games of Warhammer Age of Sigmar and Warhammer 40,000 (and other game systems) we play and contributes to the fun and excitement we have on the tabletop. Scenery quite literally sets the scene for our games, enabling us to more easily immerse ourselves in the worlds of Warhammer and the story being played out in the game before us. The man we have to thank for much of this great scenery is master architect Dave Andrews, who has worked in the Games Workshop Design Studio for over three decades, and who regularly immerses himself in all aspects of the hobby, be it painting models, playing games or creating scenery. We sat down with Dave to chat about his time at Games Workshop.

When did your love of model making begin, Dave?
When I was about six, with scale models and plastic toy soldiers. I always wanted to build scenery for them to fight on and over, even at that age. I made trenches out of polystyrene trays and wild west houses for my outlaws out of cardboard. I coloured them in with felt tip pens. My father was keen on model railways, so I guess that's where my fascination with scenery came from. I remember when I was at school we used to get models, dioramas and stuffed animals sent to us to look at by the School's Museum Service. Well, some of them were a bit broken, including a model of the Globe Theatre, and my teachers knew I liked model making so they let me repair

"I always wanted to build scenery for them to fight on and over, even at that age. I made trenches out of polystyrene trays..."

it. Years later, when I joined Games Workshop, I found out that John Blanche made some of the models that I repaired!

I encountered Citadel miniatures in the early 1980s – I recall an article called Tabletop Heroes in White Dwarf, which occasionally featured Citadel miniatures. Around this time I joined a wargaming club in Mansfield, where I grew up. The club had won a national wargames championship the previous year so they got to host it that year, with people travelling from all over the country to take part. It was the first ▶

THE GOLDEN DEMON PAINTING COMPETITION
"The first painting competition I won an award at was the single miniature painting competition at Games Day in 1984," says Dave, "I later entered Golden Demon and won the Open Category in both 1995 and 1996, first with an Imperial Thunderbolt diorama and then with a Bretonnian Joust (both currently on display in the Warhammer World museum). They're both set pieces rather than single models or squads – I find dioramas are a great way to set a scene for the characters."

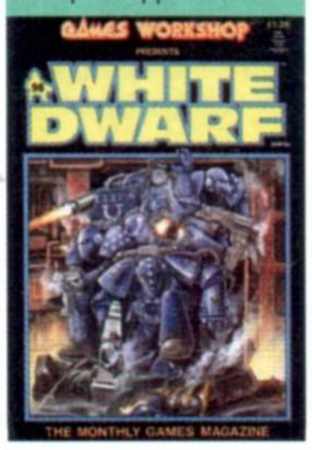
Name: Dave Andrews

Born: 1965 in Mansfield.

Profession: Citadel scenery designer (formerly assistant Warhammer editor, Studio terrain builder, Citadel miniatures designer, illustrator, map maker ... Dave's had a lot of jobs here!

Known for: Designing much of the scenery we play our games on! Dave has been instrumental in the design of plastic scenery kits over the last few decades, not to mention many iconic Citadel miniatures to boot.

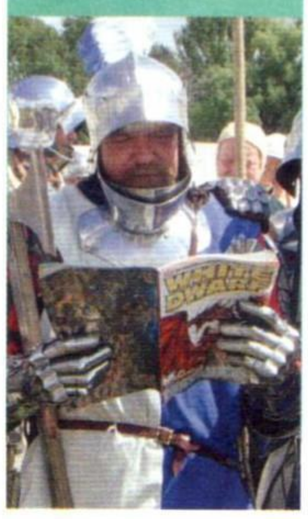
DID YOU KNOW?
Dave has illustrated many pieces of art for Games Workshop over the years, including a proto-Space Marine in the Rogue Trader rulebook (page 164 if you want to look it up) and the cover of White Dwarf 98 from 1988, which featured a squad of Ultramarines. This piece also appeared on the cover of Chapter Approved.



WARHAMMER WORLD
If you've ever been to Warhammer World and enjoyed a game in the gaming hall, then you can't have failed to notice the distinctly castle-like decor. Well, Dave was one of the architects who designed it and painted it all, along with Alan and Michael Perry. "The most amazing thing was just how faithful the construction was to our original concepts," says Dave. "We were expecting to have to compromise on our ideas, but not at all!" It's rumoured that one of the castle gargoyles is modelled on Dave's likeness...

THE WHITE DWARF INTERVIEW

DID YOU KNOW?
When Dave's not creating new scenery for our armies to fight over, he dons a suit of battle plate and takes part in historical re-enactments. "I almost became an armourer when I was younger," says Dave, "but I joined Games Workshop instead. I've participated in many re-enactments over the years, but I've only been properly injured once. The on-site vet fixed me up, though. I also got to stand watch over the remains of Richard III when his body was interred in 2015."



▶ wargames show I went to and I was blown away by the scale of it. Citadel Miniatures were there with a stand – I saw their models and was hooked.

What interested you about Citadel miniatures?
The models Alan and Michael Perry were creating were in a league of their own. My first Citadel miniature was FA2: Wizard with Staff and I mostly used him for fantasy roleplay games, but then I encountered Reaper – a massed battle fantasy wargame by Rick Priestley and the precursor to Warhammer. It was unusual because it enabled you to field armies of models rather than just a hero like in a roleplaying game – it appealed to me. You just chucked down 10 skeleton warriors, a handful of orcs, some medieval men-at-arms, a wizard, a dragon and you had an army to play with! There was a sense of innovation and imagination, but also a make-do and mend attitude. You used what you had and had fun playing, making stuff up as you went.

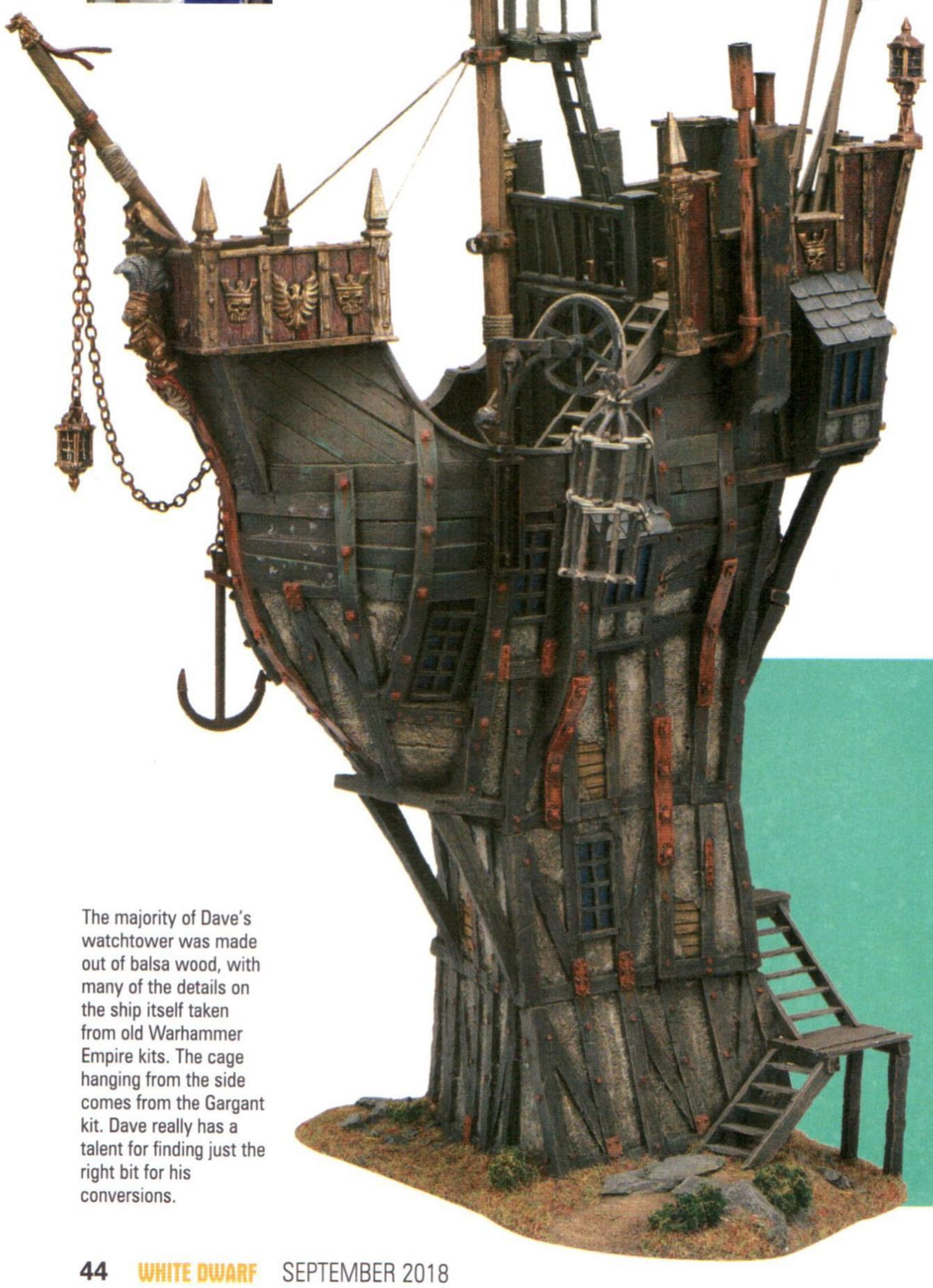
That's when I started moving away from painting as a hobby towards wargaming, spending my time not on painting one model really well, but lots of models to – what I've been told, but I'm not sure I believe it myself – a good standard.

Of course, I needed battlefields for my armies to fight over, too, so me and my mates started building them. We created a display for one of

> **"Winning is always nice, but creating a great battlefield story between you is best."**

the wargames shows – it had a castle, coastline, ships and a massive siege, not to mention loads of Citadel miniatures. It went down well – no one had seen a display of that size and scale before. Rick Priestley and Bryan Ansell of Citadel Miniatures were also there. We got talking and they asked us if we would represent them at other events. That was the beginning of my relationship with Citadel Miniatures, and in 1984, after a few years at art college, I was approached by Bryan again and offered a position at Citadel Miniatures as assistant Warhammer editor. There were only five of us in the Studio at the time and everyone did a bit of everything – writing, illustrating, pasting together pages ready for print. That was messy!

A chap called Phil Lewis and myself then started the Modelling Workshop article in White Dwarf, showing people how to make terrain, which went right back to my first love of creating scenes for my warriors to fight over. I thoroughly enjoyed doing it as I got to start exploring the world of Warhammer through the scenery. ▶



The majority of Dave's watchtower was made out of balsa wood, with many of the details on the ship itself taken from old Warhammer Empire kits. The cage hanging from the side comes from the Gargant kit. Dave really has a talent for finding just the right bit for his conversions.

THE BOAT HOUSE WATCHTOWER
"I created this watchtower for one of the old Empire army books," says Dave. "Warhammer had come a long way since its creation by this point, but a lot of the scenery still looked a bit medieval. This was me really pushing the weirdness of Warhammer, adding that element of the bizarre to the terrain. Who knows how the builders got the ship on top of the tower? Or why they chose a ship in the first place? I reckon it's because it still has cannons on it and so seemed like a sensible (really?) choice for a defensive emplacement." Dave's tower inspired a similar-looking boat-building in the computer game Warhammer Online.

PAINT FAST, PLAY HARD

"I paint armies so that I can play games with them – that's my goal," says Dave. "But there has to be a narrative behind my games – a reason why me and my opponent are fighting. My favourite kind of games involve scenarios where my army is outnumbered and I have to see how long I can hold out. Then I swap armies with my opponent and see if they can do better. Winning is always nice, but creating a great battlefield story between you is best."

White Dwarf 355 from July 2009 featured Old War Stories – an article in which Dave and Jeremy Vetock (pictured below hiding in the jungle) played a scenario of their own devising. Dave even converted the three Catachan characters you see above specially for the game.

It has been said that Dave is the only man that can truly drybrush a Space Marine. He painted the Ultramarines below for a Studio army painting challenge. "My secret is to use a really big brush at least an inch and a half wide," says Dave. "I apply all my basecoats, slap on a 50/50 mix of Nuln Oil and Agrax Earthshade and then drybrush or layer on the basecoats as highlights. Aside from neutral colours like black, brown and skin, I find you only need three other colours on a model to make it look great."

THE WHITE DWARF INTERVIEW

WARLORD!
A particularly topical miniature that Dave designed was the Warlord Titan for Epic 40,000 back in 1998. "I wanted the Warlord to look more armoured and mechanical than its predecessor," says Dave. "It was a radical design change, but it helped define the look of Titans for years to come." Many of the design elements Dave introduced can be seen on the Adeptus Titanicus Warlord kit.

When did you actually start designing Warhammer scenery kits, then?
I was designing cardboard buildings for campaign sets like Blood on the Streets by the mid-1980s, but it was around that time I got into sculpting. I hung around with Aly Morrison, Trish Carden and the Perry twins and they taught me the tricks of the trade. I actually sculpted the furniture for HeroQuest. I made some Epic Titans, models for Mordheim, Man O' War and Battlefleet Gothic, Chaos Space Marines… a bit of everything, really.

I then moved away from designing miniatures, back to creating scenery which would then be used in photography. There weren't many scenery kits to work with in those days, so we – the scenery team – built pretty much everything from scratch. We wanted to show people what the worlds of Warhammer could look like and inspire them to create battlefields of their own to fight over. What we were creating was great, but not necessarily achievable by most hobbyists. I wanted to give wargamers the tools to build better battlefields themselves.

> **"That is the ultimate goal for any piece of Warhammer scenery – to be a great backdrop to a battle."**

That was when I paid a visit to the company making the Warhammer Online computer game. They showed me the digital buildings they were creating and how modular they were. I thought, "Wouldn't it be great if they were made of plastic?" A few months later I was touting the idea of modular buildings for Warhammer 40,000 to people around the Studio. That's how I came to design the Cities of Death buildings. That was a

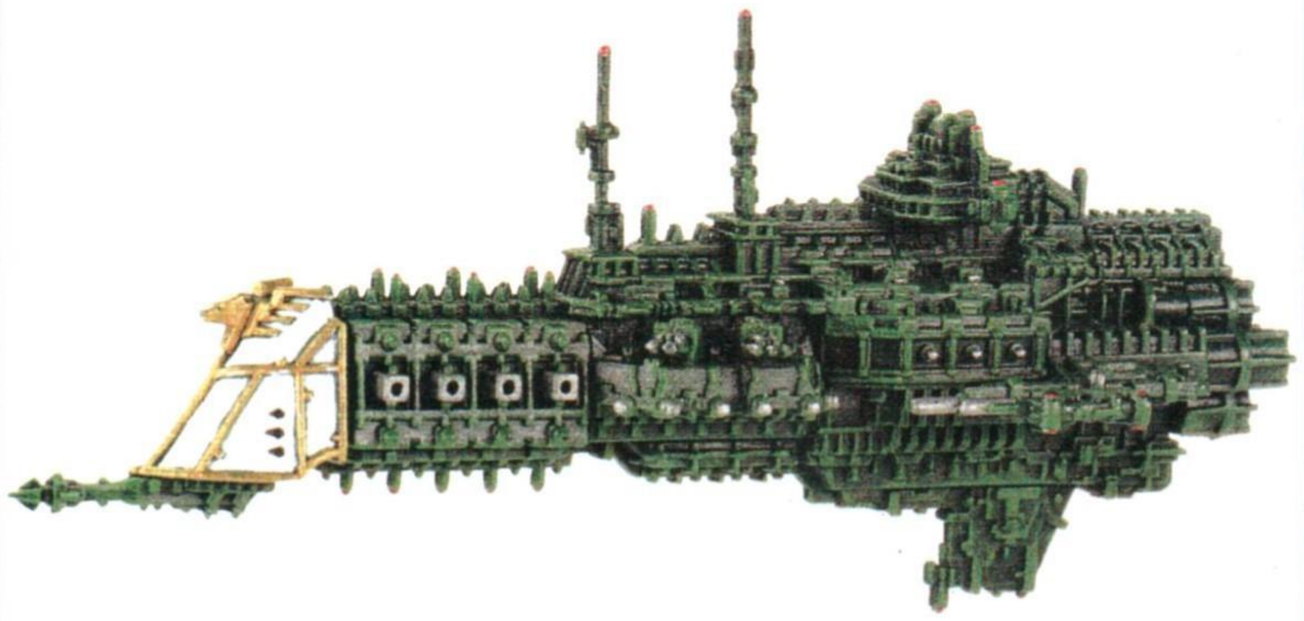
Dave's concept designs and architectural know-how were instrumental in the creation of the new Sector Imperialis buildings seen here and throughout the magazine. We reckon they'll be the backdrop for battles in the 41st Millennium for many years to come.

happy time for many hobbyists, me included. They made a big difference to the way people played Warhammer 40,000. It wasn't just straws and yoghurt pots any more – you could actually make a good-looking battlefield easily. Scenery was finally accessible to everyone.

When we've spoken before, you've mentioned that scenery has to be practical as well as look good. What do you mean by that?
Put simply, you still need to be able to play a game on it. That is the ultimate goal for any piece of Warhammer scenery – to be a great backdrop to a battle. Gaming is a fundamental part of our hobby and the scenery we make has to support that. That's one of the reasons why the new Sector Imperialis scenery is so much bigger – to accommodate the models' larger base sizes. For me, a building needs to be able to fit a full squad of 10 Space Marines inside it – that was the benchmark for the new kits. ▶

BATTLEFLEET GOTHIC

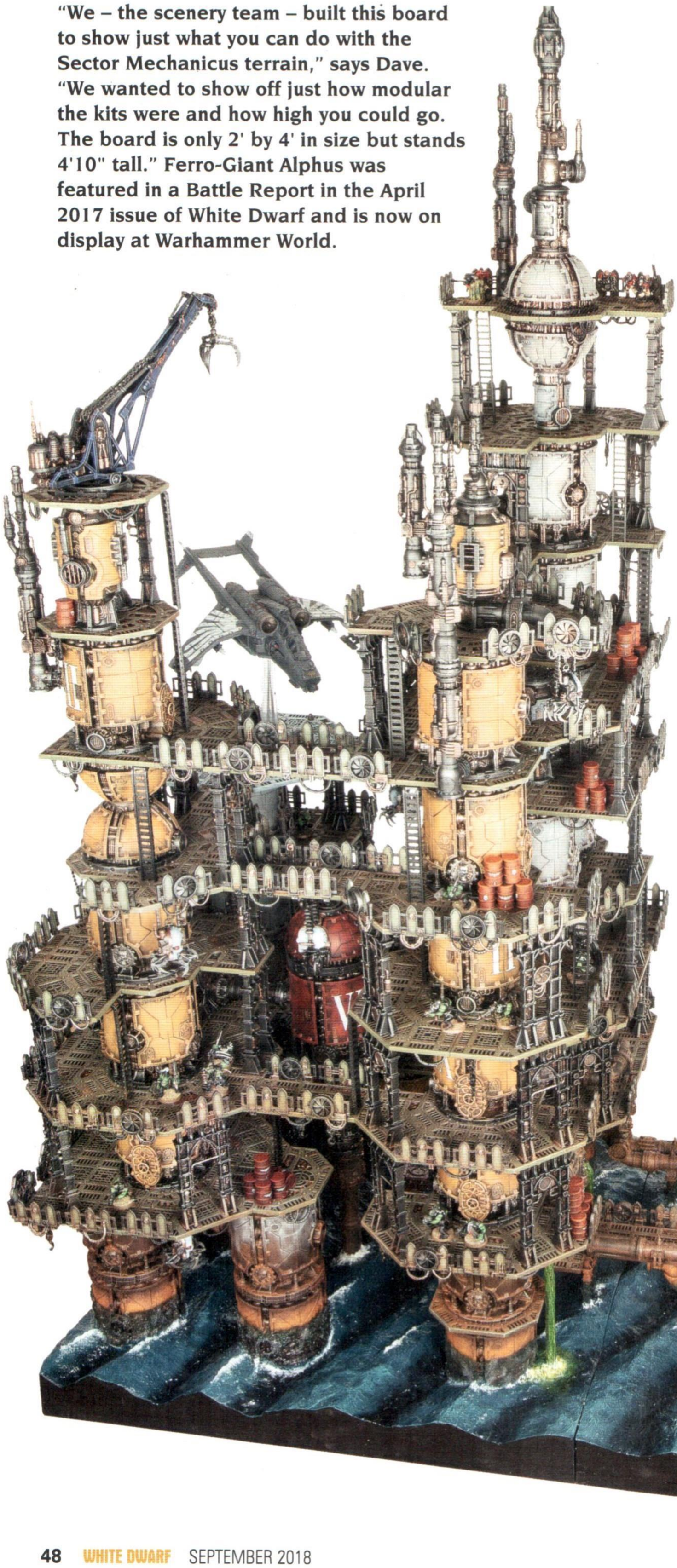
"When I used to sculpt miniatures, I normally got offered jobs that involved a lot of straight lines," says Dave, laughing. "That was definitely my strength – you can see why I ended up designing scenery! I tended to design a lot of war machines like the Skaven Warp Lightning Cannon. I also sculpted the Imperial Cruisers for Battlefleet Gothic."



THE WHITE DWARF INTERVIEW

FERRO-GIANT ALPHUS

"We – the scenery team – built this board to show just what you can do with the Sector Mechanicus terrain," says Dave. "We wanted to show off just how modular the kits were and how high you could go. The board is only 2' by 4' in size but stands 4'10" tall." Ferro-Giant Alphus was featured in a Battle Report in the April 2017 issue of White Dwarf and is now on display at Warhammer World.



▶ The other reason the buildings are bigger is simply because it's cool! We've all seen the artwork – Imperial buildings are ridiculously huge, a kilometre high sometimes. We wanted to capture that feel and create a range of terrain that was truly colossal in scale to really reflect the feel of an Imperial city.

Where do your ideas come from when it comes to making scenery?

The visual imagery is all keyed into the miniatures and the artwork – for Warhammer 40,000 it's that gothic, baroque, industrial feel – it's a pretty unusual blend of architectural styles. The key to the designs, though, is that they are still grounded in reality – that's what makes the buildings convincing. At one point in the distant past an Administratum building, say, would probably have been a beautiful piece of architecture. But then it's been worked on, repaired and repurposed with very little thought for the original architecture. Perhaps one of the systems went wrong and someone had to botch a repair to the outside of the building. Or maybe a new piece of machinery was fitted that required a power conduit, which was routed through the window. It sounds crazy, but you can see this in real life – old buildings with air conditioning units fitted to the walls. Town halls refitted as luxury boutiques. 19th century New York apartment blocks with regulation fire escapes bolted to the outside. Restaurants with vents and metal pipes visible in the ceiling! There's a level of practicality and impracticality to the architecture of Warhammer 40,000 that's entirely grounded in reality – it's ugly at times, but necessary.

What about the walls of skulls on the buildings – are they practical?

Well, they do exist in the real world – on churches, in ossuaries and so on. But no, they're not at all practical – they're decorative. They're a metaphor for constant war, death and destruction. There's a quasi-religious thing going on – martyrdom and

THE AZYRITE RUINS

"The Azyrite Ruins are the remains of ancient buildings from the Age of Myth," says Dave. "They give us all a glimpse of what the Mortal Realms looked like before the coming of Chaos. You can see a few Sigmarite influences in them – the twin-tailed comet symbols around the windows and the lion-headed icon that matches the one on the Shattered Dominion board, but they're meant to look older and less grand than the art-deco style that you can see in artwork of the Realm of Heavens. The buildings are designed to be modular, giving you loads of modelling combinations so you can create smaller ruined sections or the footprint of a whole building for your warriors to fight over."

sacrifice, revering the dead and the fallen. It taps into the gothic horror of Warhammer 40,000. Skulls and death are important in making Warhammer 40,000 what it is – a dystopian future that, certainly when the game came out in the 1980s, was so different to other science fiction. Other sci-fi was so squeaky clean and shiny and positive. We smashed medieval, gothic, Victorian and sci-fi imagery into a horrifying vision of the future. It was very pessimistically British but it really caught people's imagination. There was beauty and grandeur sitting next to horror and war – that's a powerful combination that we have tried to capture in the scenery ever since. The skulls are crucial to the design.

"...in our heads we see armies fighting across war-torn cities, striving for survival..."

You mentioned earlier about modularity. Is that a key factor in designing terrain, too?
Absolutely. A modular kit is inspirational, not prescriptive. It gives hobbyists the tools to create something as fancy and impressive as they like. When we play games of Warhammer, the scenery is often kind of incidental – we use it as cover for our models to hide behind or as objectives for them to capture. But in our heads we see armies fighting across war-torn cities, striving for survival in the ruins of once-great civilisations. The goal with the Sector Imperialis scenery was to take it out of our heads and make it a reality. Stop imagining a ruined city – build a ruined city!

How do you approach making scenery for Warhammer Age of Sigmar?
Well, that's ongoing! We made some buildings when the game came out to represent the fallen civilizations of the realms, which helped set the scene for the start of the Age of Sigmar. What we're working on now is establishing an architectural style for particular races, focusing primarily on the forces of Order and the cities that have sprung up across the realms. There's an art deco feel to the Realm of Heavens that we're combining with typical fantasy elements such as temples, shrines and so on. They're clearly very different in style to the Warhammer 40,000 buildings. Less oppressive – perhaps there's an element of hope to them. We talk about Warhammer Age of Sigmar scenery and what we want to do with it every day.

Will there be fewer skulls?
Just as many. Possibly more. **DH**

MASTER OF ALL TRADES

Dave is seen as something of a Renaissance man at Games Workshop, as he regularly involves himself in every aspect of the hobby. "It's all about creating war stories in the end," says Dave. "The way I see it, every part of the hobby leads to that. You build a great-looking army and some iconic heroes to lead them. You paint your army ready for battle. You come up with a story for the battle, possibly based on a Black Library book, a story in a codex or from your own imagination. You create a battlefield over which to recreate it. And you have great fun playing it, whether you win or lose – the story is everything."

RETURN TO MIDDLE-EARTH

The board is set and the pieces are moving once again this month as the Middle-earth Strategy Battle Game is unleashed upon the world. In this article, we speak to resident Istari Adam Troke as we begin a new journey into J.R.R. Tolkien's incredible world.

The new boxed game, *The Lord of the Rings* Battle for Pelennor Fields has arrived (*"...at the turn of the tide."* – Ed). This fantastic starter set introduces a new edition of the famed Middle-earth Strategy Battle Game – its most exciting and cinematic version to date. We asked 'one of the wise', namely Middle-earth supremo Adam Troke, to tell us more about the history of the game and this latest and greatest new edition.

"When New Line Cinema first announced that it was making a series of films based on the *The Lord of the Rings* book trilogy back in the late 1990s, Games Workshop immediately set about securing a license to create a tabletop game. *The Lord of the Rings* and *The Hobbit* are so key to the modern world's concept of high fantasy. The characters and settings that Tolkien created have resonated with every generation of readers since it was first published. It was a perfect match, so it made sense for us to get involved. Since then, we've never looked back.

"As each new movie came out, we released a new boxed edition of the game that helped bring the events of the films to life on the battlefield. *The Lord of the Rings: The Fellowship of the Ring* was therefore the first edition of the Middle-earth Strategy Battle Game and laid the foundations that were then built upon as the story continued on screen with the release of *The Two Towers* and *The Return of the King*.

"This fantastic starter set introduces a new edition of the famed Middle-earth Strategy Battle Game – its most exciting and cinematic version to date."

"After the embers of the *The Return of the King* had died down, we began work on what many began to call 'the One Rulebook' which, at that time, was the ultimate edition of the game rules compiled and refined into a single manual. The following years saw a number of expansions for the game, based on key battles and campaigns that were fought during the Third Age of Middle-earth and accompanied by waves of miniatures.

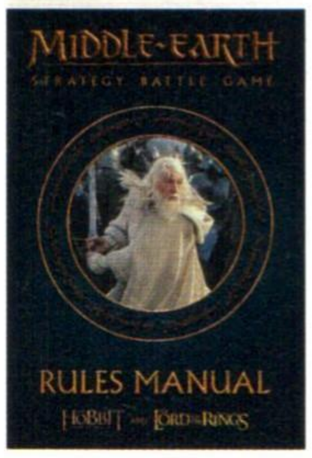
"When a film series based on the events of *The Hobbit* was announced, we took it as the perfect opportunity to revisit Middle-earth. We released new miniatures and scenarios based on the characters and events in the films, along with an updated edition of the core rules that added ▶

ADAM TROKE
As a former games developer and White Dwarfer, Adam Troke is certainly no stranger to these hallowed pages. Adam is now the Middle-earth manager of the Specialist Products Studio team and has been hard at been work masterminding the relaunch of this much-loved Strategy Battle Game along with his trusty lore master, Jay Clare.

Smaug the Great, Smaug the Terrible, Smaug the Golden, King Under the Mountain, Chiefest and Greatest of Calamities. The epithets of the great fire drake are as numerous as the gems in Erebor. Smaug also holds the title of the single largest Citadel miniature to date!

ONE RULES MANUAL TO RULE THEM ALL!

The crucial ingredient of the game's latest edition is the Middle-earth Strategy Battle Game Rules Manual. This edition of the Strategy Battle Game capitalises on the evolution and development that has taken place over the last 17 years! After many long months of playtesting and collating insightful feedback from gaming communities all over the world, the Middle-earth team has created this 208-page magnum opus. The new rules manual also lays the foundations of an exciting new era for fighting battles in Middle-earth.



▶ even greater depth to the game. This also led to the creation of the biggest ever Citadel miniature in the shape of the dragon, Smaug.

"The new Middle-earth Strategy Battle Game represents the latest and greatest edition of the game. We've completely reset the rules to create the most balanced, best-tested and best-organised version to date – a bold claim considering how great even the first edition was, but one I stand by nevertheless! The core rules will still be recognisable to those that have played any of the previous editions, but we've gone over everything with a fine-tooth comb to weed out anything that could get in the way of a fun, narrative-driven game. Some rules that have existed in the game since time immemorial are now gone, while others have been brought back from editions past. We've also introduced some brand-new concepts to help the game hit all the notes that we wanted it to – specifically the narrative-driven tone we've been aiming for. It's been a real labour of love, I can assure you!

"For new or prospective players, the Strategy Battle Game offers fast-paced skirmish combat that is quite unlike any other Games Workshop game. As a game based on the most exciting scenes featured in the various *The Lord of the Rings* and *The Hobbit* movies and novels, the game is incredibly narrative-driven and replete with the mighty heroes and villains we all know and love (or hate!). And, as each model moves and fights individually, it is possible for even the lowliest warrior to perform battle-winning deeds.

"Monsters and magical powers are still more than capable of turning a battle if used correctly, but there are now balancing factors."

"For those that are more familiar with the game, we've made a number of changes for the better. Two areas that we've tweaked are how monsters and magical powers work. Monsters are large, imposing creatures that justifiably dominate the battlefield both in terms of physical size and in their ability to tear into their foes. This is partly represented by their ability to perform Brutal Power Attacks, which enable them to tear a foe limb from limb and even hurl them across the battlefield. We've smoothed out the Brutal Power Attacks – especially Hurl – to ensure that you

ARMY ORGANISATION

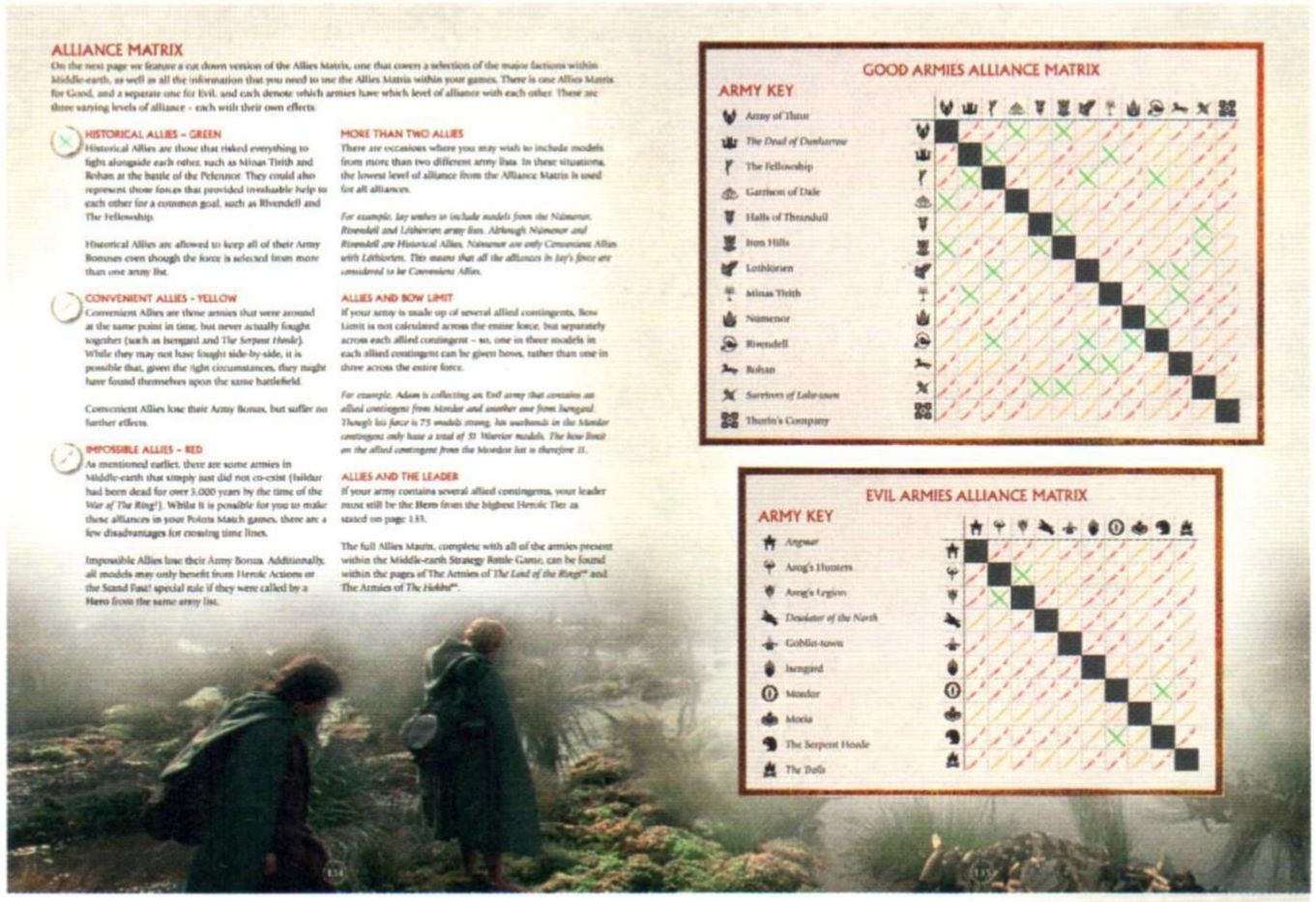
In the new edition, provided that all of the models in it are drawn from a single army list, your army receives an Army Bonus – a special rule inspired by the background that applies to all models in the army and represents an innate advantage unique to that faction's soldiery.

This force of Easterlings (1) has been drawn exclusively from the Easterlings army list, earning it the "No quarter was asked..." army bonus. This, among other benefits, grants them +1 Courage if their army is Broken.

Forces consisting of allied armies cannot normally claim their individual faction's army bonus. However, in the case of Historical Allies (see opposite), such as Rohan and Minas Tirith (2), both forces still benefit from their respective army bonuses!

have to work as hard to get the most out of your monsters as you do with the other models in your army. Model placement has always been a crucial part of the game's tactics, and the placement of your monster should be no different!

"There were also a few magical powers that could dominate the game a little too readily (Sorcerous Blast – we're looking at you!). This often led to something of an arms race, with Good players fielding one or more Wizards (or powerful magic-using Elven lords such as Galadriel or Elrond) and Evil players rarely leaving home without a Ringwraith or two. The Wizards and the Nazgûl are integral to the stories of the *The Lord of the Rings* and *The Hobbit*. Without them, those stories just wouldn't be the same, so it's right that magic – and those that wield it – play their part in the game. However, what we didn't want is for players to feel unduly punished for not including them, so we had to try and strike the right balance. As a result, we've reined in some of the most powerful magical powers and have also given models the ability to recover a Will point for each roll of a 6 when attempting to resist a magical power. Monsters and magical powers are still more than capable of turning a battle if used correctly, but there are now balancing factors to make it a bit harder to do so." ▶



THE ALLIANCE MATRIX

Another innovation in the Middle-earth Strategy Battle Game Rules Manual is the alliance matrix. This introduces a simple visual guide that shows the level of alliance between the various Good and Evil armies: Historical Allies are armies that famously fought side by side on one or more occasions; Convenient Allies are armies that existed during the same time period and could feasibly have fought together, though there are no known examples of such a battle taking place; Impossible Allies are armies that existed in different Ages of Middle-earth or are otherwise entirely incompatible.

Monsters such as Mordor Trolls and magic-using heroes like Gandalf are powerful additions to any army, able to smash apart an enemy battleline or confound them with magical powers.

▶ "Perhaps the most fundamental introduction to the new edition of the game is how armies are selected for matched play battles. Not only can players earn an army bonus by adhering to a specific army list with their model choices (or a select few narrative-driven historical alliances as mentioned earlier) but they can include varying numbers of warriors in their army depending on the heroic tier of those that lead it. Essentially, the more renowned or infamous a hero is, the more warriors they can lead in their warband. This ranges from none in the case of Independent Heroes to a whopping 18 for Heroes of Legend!

"It's all about encouraging players to channel the incredible narrative that the game is based on," says Adam. "For example, if you take a look at the Fellowship list, it is a viable army by itself, as it includes one of the Istari and some of the most powerful heroes of Men, Elves and Dwarves. However, it is their army bonus, 'You have My Sword', that drives their particular narrative. After all, the Fellowship was formed to accompany Frodo to Mordor and protect him at all costs, so their army bonus gives all members of the Fellowship the Fearless special rule, which means their courage can never break while Frodo is alive. This is by no means the only way in which we will be rewarding players for collecting themed armies moving forwards, but we wanted to set out our stall on this from the very start.

HEROES OF MIDDLE-EARTH – HEROIC TIERS

Théoden, King of Rohan – Hero of Legend (up to 18 followers)

The King of the Dead – Hero of Valour (up to 15 followers)

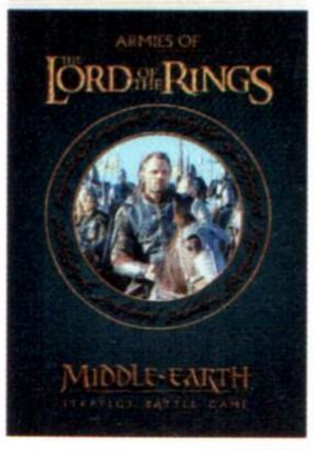
Erkenbrand, Captain of Rohan – Hero of Fortitude (up to 12 followers)

Beregond, Guard of the Citadel – Minor Hero (up to 6 followers)

Meriadoc Brandybuck, Knight of the Mark – Independent Hero (no followers)

BUILDING AN ARMY WORTHY OF MORDOR...

...or anywhere else in Middle-earth for that matter! The Armies of *The Lord of the Rings* book includes 27 different army lists that provide updated profiles and special rules for all of the Good and Evil factions that have been presented in the past for *The Lord of the Rings* Strategy Battle Game (as well as its various expansions and sourcebooks). To ensure that even the oldest miniatures collections are fully catered for, the book also includes profiles for models that have not been available for many years, such as Bill the Pony!



THÉODEN, SON OF THENGEL, KING OF ROHAN

At the Battle of the Pelennor Fields, the Riders of Rohan were led from the front by Théoden, their valiant king. Théoden crashed fearlessly into the vast Orc legion besieging Minas Tirith atop his majestic white steed, Snowmane, his ancestral blade Herugrim in hand.

The *Lord of the Rings*: Battle of Pelennor Fields includes a brand-new foot and mounted version of Théoden (the version on foot can be seen above), depicting him in this legendary battle. He is also the first plastic hero model with multiple building options to date, which promises an exciting future for the range!

1

Théoden's loyal steed is clad in ornate leather and scaled mail barding **(1)**, its intricate design a clear sign that the rider Snowmane bears to war is of royal lineage.

2

The King of Rohan bears a large oval shield **(2)** either in his right hand (as Théoden is left-handed) or attached to Snowmane's saddle. Though ostensibly a wooden shield, it is strengthened all over with decorative metalwork.

3

Like his shield, Théoden's armour **(3)** is decorated with elaborate symmetrical designs across his cuirass, pauldrons, helmet and barding.

Prince Imrahil of Dol Amroth is renowned across Gondor, the Fiefdoms and beyond. As a Hero of Legend, he can lead a warband of up to 18 models such as this host of Swan Knights.

"To further support this principle, we've also added new special rules to some heroes that help reflect their personalties. These heroes will react in certain ways should specific events occur, just as they did in the narrative. Two obvious example are how Éomer and Éowyn react if King Théoden is slain while part of the same army. Éomer will channel his grief into a terrible fury, receiving a bonus to his wound rolls. Meanwhile, Éowyn will fight her way to the place where the king fell and defend his body against those who would attempt to despoil it.

"Similarly, we've increased the number of heroic actions in the game, but not all heroes can use them. Some heroic actions are universal and can be used by any hero with enough Might points to do so (Heroic Move, Shoot and Combat), but others are more specialised. This not only portrays each hero's leadership style, but helps define their role within the army. Especially powerful heroes such as the Witch-king of Angmar may have several such heroic actions listed on their profile, while lesser heroes or Captains may only have one, like Heroic March.

"On the topic of the influence that heroes have within the army – their heroic tier defines the number of warriors that they can command in battle, though it can vary depending on the army they're from. Merry may be a brave and plucky fellow, but the title of Knight of the Mark kindly bestowed on him by Théoden is far from one of authority. He is therefore an Independent Hero in a Rohan army list, meaning that he cannot lead a warband. In the Shire army list, however, he is Meriadoc, Captain of the Shire – a Hero of Valour – so can lead a warband of up to 15 Hobbits.

"Captains of every ilk are Heroes of Fortitude (as are most named characters of a similar military standing, such as Madril of Ithilien), so can command warbands of up to 12 models, which used to be the norm. Minor heroes can only have six followers in their warbands, but Legendary Heroes like Aragorn (as King Elessar) and King Théoden are mighty leaders with an authority that is unrivalled within their faction, and are able to lead a warband of up to 18 models. Not only does this grant them the extra level of command that they deserve but it looks great, too – Prince Imrahil on horseback leading a full 18 Swan Knights is a magnificent sight to behold on the battlefield, I can assure you!

"We've done everything we can to make this the most narrative-driven edition of the game ever. I can't wait for people to try it!" **SG**

GETTING THE MOST FROM YOUR WEAPONS

Special Strikes were introduced in the previous edition of the game (*The Hobbit: An Unexpected Journey*) as a means of adding an extra layer of depth to melee combat. They represent specific fighting techniques that can be utilised with various different weapons, such as an axe, flail or sword. Models normally come with a specific weapon, but they can be kit-bashed or converted to carry a different weapon (for tactical, thematic or simply aesthetic reasons), though doing so now costs one point per model.

SEPTEMBER IN BLACK LIBRARY

CIAPHAS CAIN: CHOOSE YOUR ENEMIES

BY SANDY MITCHELL

Commissar Ciaphas Cain returns! After putting down an uprising on a mining world, he finds evidence that the corruption might have spread to other planets, and the forge world of Ironfound could now be at risk…

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SHADESPIRE: THE MIRRORED CITY

BY JOSH REYNOLDS

Amidst the ruins of the once-great Mirrored City, cursed by Nagash himself, ex-Freeguild soldier Seguin Rayner and his allies seek secrets – but even if they retrieve them, can they ever escape Shadespire?

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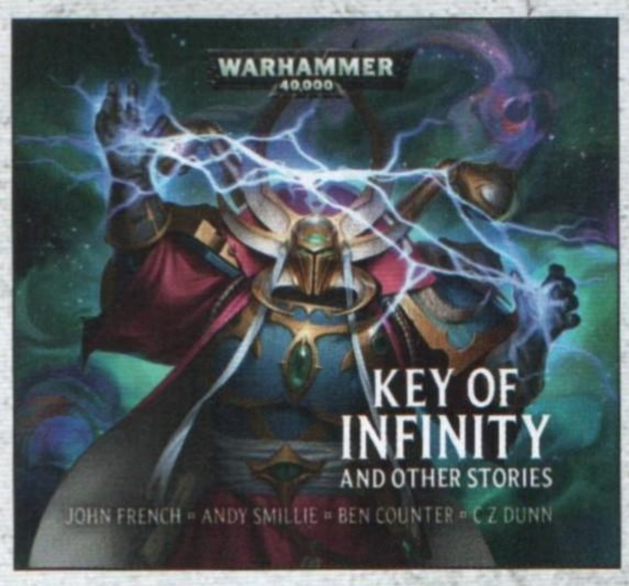

KEY OF INFINITY AND OTHER STORIES

BY VARIOUS AUTHORS

In the grim darkness of the far future, there is only war – and this quartet of audio adventures show four ways it is waged.

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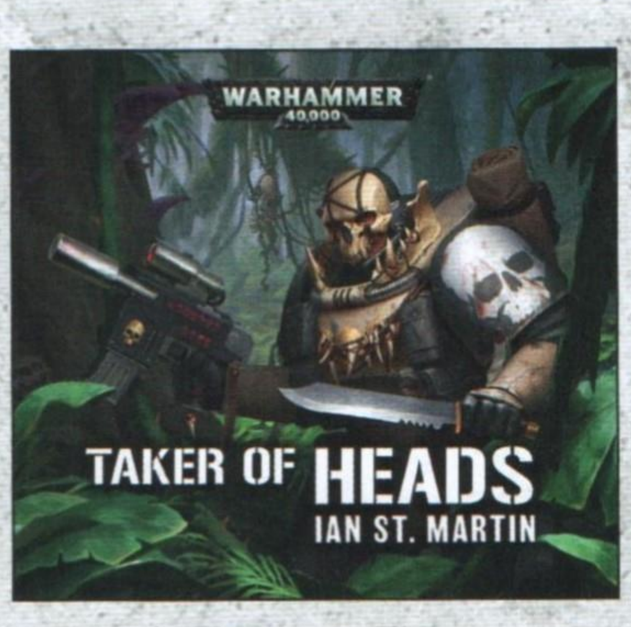


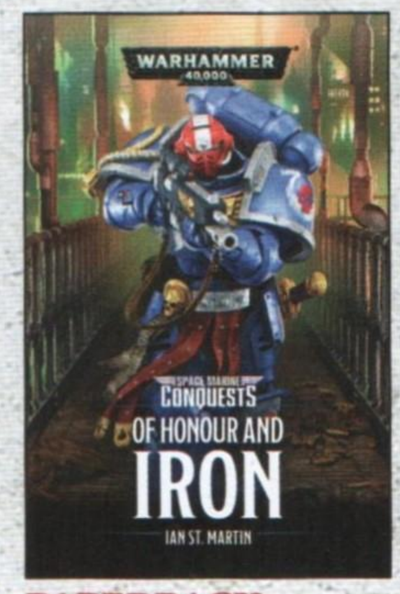
TAKER OF HEADS

BY IAN ST. MARTIN

In the jungles of Aztlan, a losing campaign against the alien T'au Empire is reinforced by the fearsome Mortifactors, as the neophyte Adoni seeks to become a Taker of Heads.

AUDIO CD | MP3

ALSO THIS MONTH…



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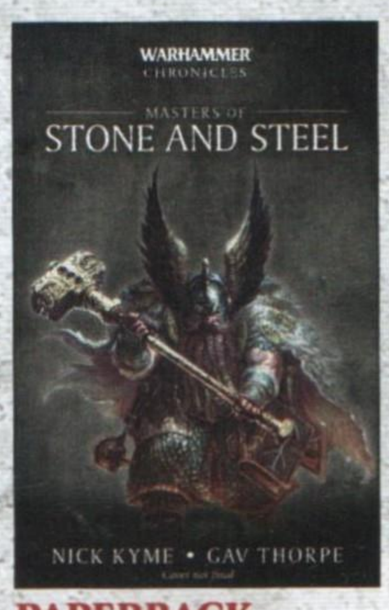

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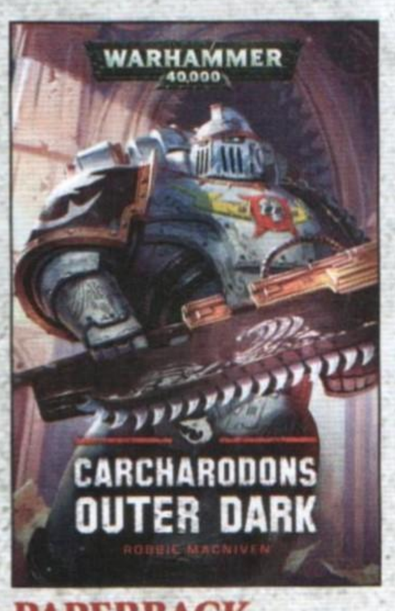

PAPERBACK

WARHAMMER 40,000

BLOOD OF IAX

BY ROBBIE MacNIVEN

On the Imperial hive world of Ikara IX, Chaplain Kastor and Apothecary Polixis, brothers in blood as well as in battle, stand firm against the endless greenskin horde. But a new threat is looming. When the crazed warlord Urgork arrives and the brothers are separated, they must battle to survive and be reunited.

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HALL OF FAME

THE ARCANE BALANCE

Hall of Fame is a celebration of the finest miniatures in the world and the myriad factors that make them so iconic. This month, miniatures designer Jes Goodwin tells us what he thinks makes a great Citadel miniatures and gives us his nomination for the Hall of Fame.

JES GOODWIN
Jes Goodwin has been a member of the Design Studio for over 30 years. It's highly likely that, somewhere in your collection of Citadel miniatures, you own a model that he either sculpted or designed. When Jes has something to say about designing miniatures, we always listen in!

What makes a great Citadel miniature? It's a question our miniatures designers ask themselves whenever they start work on a new model. In previous Hall of Fame articles, some designers have mentioned how they consider a model's narrative to be the most important factor in its design, while others feel that its composition or pose are what makes it stand out. This month, we sat down with miniatures designer Jes Goodwin, who has his own take on what makes a great Citadel miniature.

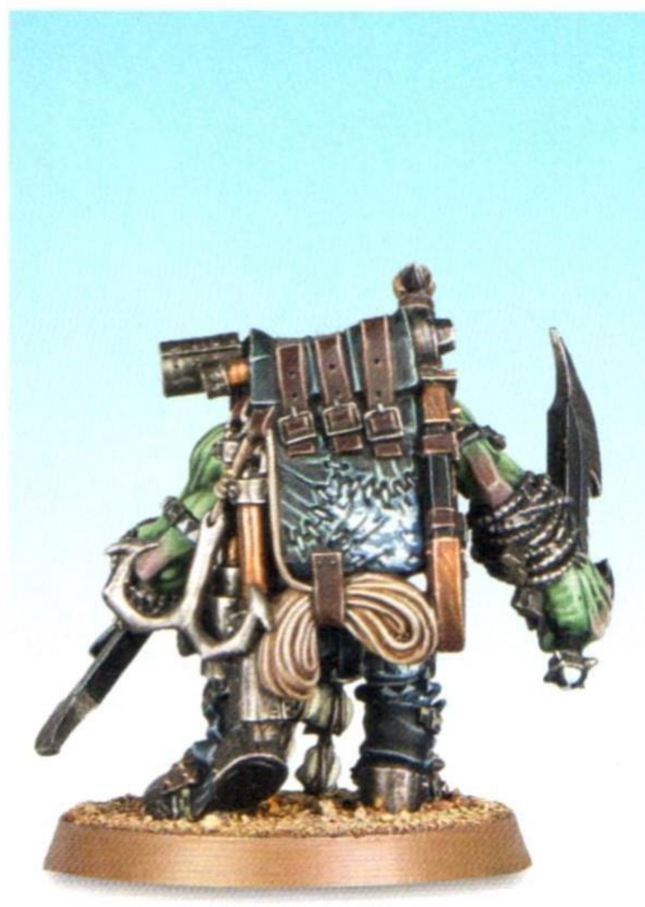
Jes: As the designers before me have mentioned, there are lots of factors that go into creating a great miniature. The subject often dictates what element comes to the fore, be it narrative, pose, archetype and so on, but for me there is a holy trinity of factors that, combined together, make for a great Citadel miniature. They are silhouette, pace and narrative, and together they need to be in balance. I find that the very best Citadel miniatures combine these three factors really well, so I would like to talk about balance.

SILHOUETTE

A model's silhouette is its outline, its shape. You can generally tell from a few feet away what a model is by its silhouette. Even if you don't know exactly what it is, you should be able to see at a glance whether you're looking at a frenzied warrior, a stoic commander, an assassin, a battle tank or any other type of model.

PACE

What I call pace is the rhythm of detail on a miniature – the balance between plain areas and detailed ones. You don't need to have loads of detail on a miniature to make it great. Similarly,



1

"I've already mentioned the strong silhouette of this Ork Warboss **(1)**, but it's worth paying special attention to the squig **(2)** that's leaping into a fight to bite someone's face off. It's so gloriously brutal but practical in an orky way and you can spot it a mile off. The Warboss has a great pace with both open areas **(3)** and details **(4)**. No wonder it's entered a lot at Golden Demon."

2

3

4

5

"Snikrot's sneaking pose really gets across his role as a Kommando **(5)**," says Jes. "His backpack and gear **(6)** suggest a level of planning that's pretty un-orky. His narrative is conveyed well through the crude special ops headgear he's wearing **(7)** and the compass on his knife handle **(8)**. I reckon he thinks it points to the enemy – they just always happen to be in the north."

7

8

6

"He's got his finger up to his lips saying 'shh'. It's a really un-orky thing to do, but it's totally in his character."

you don't want it to have none. It's about finding a happy medium that's appropriate to the model, its rank, battlefield role, background and so on.

NARRATIVE

Narrative is the story behind the miniature. When you get up close to it, you should be able to read the model, to understand its background through its pose, details and imagery.

> **"I find that the very best Citadel miniatures combine these three factors really well..."**

GAMING, PAINTING AND BACKGROUND

I've come to equate these three factors – silhouette, pace and narrative – to gaming, painting and background, respectively.

When you're playing a game, a model with a strong silhouette helps you identify what you're fighting. Brian Nelson's Ork Warboss with Attack Squig is a great example of this – you can clearly see he's an Ork, but his size marks him out as a powerful one and his back banner shows his rank. His Squig is awesome – like an Ork's version of a noble lord's hunting falcon. This model has boss written all over it.

Pace is important when you're painting a model. A lot of painters want details they can pick out but also areas they can add their own textures and features to – a canvas they can make their own. Pace also helps you focus on the most important areas of a model – Darren Latham's Apothecary could be seen as a busy model, but actually the armour and tabard are relatively unadorned, which makes the detailed areas – the servo arms, canopic jars, progenoid gland and the model's face – stand out. That combination of simplicity and detail is key to a great miniature.

When you want to delve into the background behind a model, you hold it right up in front of your eyes and take in all the little details. You consider it. Take Maxime Corbeil's version of Inquisitor Eisenhorn – he has his profession written all over him, his Inquisitorial seals and rosette, his fancy wargear. His force staff and books mark him out as a powerful psyker. You can tell he's a determined individual by his advancing, purposeful pose and his stern face.

THE SUM OF THEIR PARTS

These three factors need to work together to create a great model – they need to be in balance with each other, to harmonise. One model I think does this incredibly well is Seb Perbet's Boss Snikrot (which was inducted into the Hall of ▶

ONCE UPON A TIME...

"The first time I was asked to do Hall of Fame back in 2009, I picked Brian Nelson's Cadian Colonel," says Jes. "Much of what I've been talking about here is evident on this model. His upright silhouette clearly marks him out from the guardsmen around him. There's a great pace to him, his plain coat balancing well with the detail of his armour and sash. And you can see his narrative in his face – he's a serious, no-nonsense kind of soldier who gets the job done."

"When we design a miniature, we have to consider how they will be painted, too. Darren's Apothecary **(15 and 16)** has a really strong silhouette – he's in a passive pose rather than running and firing like an Intercessor, so you can tell he's not a line trooper but something more. When he's painted, his bright white armour sets him apart from his battle-brothers even more! His outstretched foot draws your eye to the fallen Space Marine **(17)** and his outstretched hand to the progenoid gland **(18)** – two of the most important parts of the model's narrative."

9

"Brian was really clever with his choice of details on the Lord of Plagues **(9)**," says Jes. There is virtually no ornamentation on him, which is fitting for a follower of Nurgle. Tzeentch and Slaanesh lords would have loads of filigree and gemstones. Not so on a lord of Nurgle. On this model, the details are all in the textures of the weapons **(10)**, armour, skin **(11)** and cloth."

10

11

12

"Maxime has achieved a wonderful balance with his Eisenhorn miniature **(12)**," says Jes. "It looks like the artwork on the Eisenhorn novels and you can see many of the details on this model that were on the original Inquisitor-scale version of Eisenhorn **(13)**. You may think the model is packed full of details, but he also wears plenty of unadorned robes **(14)** to balance them out."

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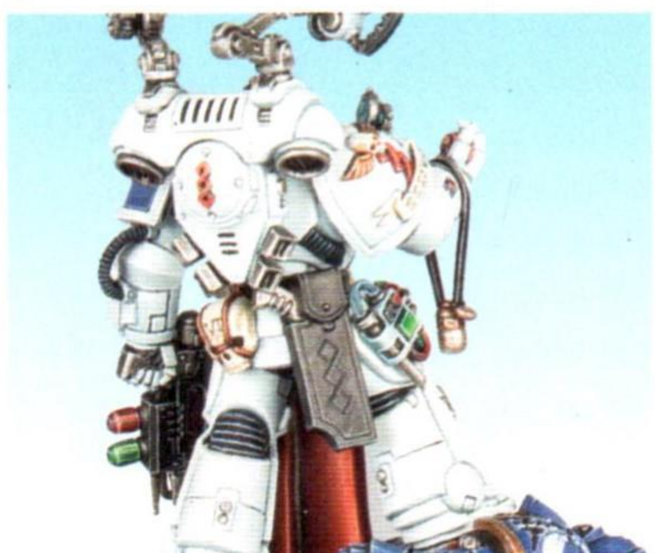

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HALL OF FAME

IN THE FRAME

"The focal part of a miniature is almost always its head, so the pace of the model should help direct your eye towards it," says Jes. "Usarkar Creed is one of my favourite models for that – he's got a proper bulldog face with so much character, framed by a really simple coat collar. Lady Olynder is the exact opposite of that. Her face is virtually nonexistent, but it's surrounded by a crown of extremely fine thorns that draw the eye instead. It's a very clever design."

▶ Fame back in 2014). Snikrot has a great silhouette – he stands out from other Orks because he's really hunched forward and wearing a huge backpack. His dual knives also make him stand out from the crowd and straight away you can tell he's different and very dangerous. He's got a great pace – his knives are relatively plain and so is his skin and trousers, leaving plenty of space for painters to add their own touches. But then he's got lots of intricate details on him like his special ops headgear and the equipment on his backpack for you to take a brush to – which leads on to his narrative. You can clearly tell that Snikrot's some kind of sneaker – a Kommando – and a proficient one at that judging by all the dog tags wrapped around his wrists, not to mention the grapnel and extra gear on his back. Snikrot is a really well-balanced miniature.

Brian Nelson's Lord of Plagues (a Hall of Fame nominee in 2013) is another great example of a perfectly balanced miniature – the silhouette is so good, so instantly recognisable as a scion of Nurgle thanks to the horns, as a commander because of his planted stance and as an executioner by the way he holds his axe across his body. The pace of the model is spot on, too. Brian has kept the details on the model to a minimum, giving painters a great canvas to work on. Those areas of the model that are heavily detailed – the entrails, the horns, the pockmarked metalwork, all the textural areas – can be painted in different ways, too. It's no wonder that this model appears so often at Golden Demon – it's a painter's dream. And a converter's, too – think how often it turns up in Blanchitsu! The narrative of the model is very clear – the Lord of Plagues is like a slow, inexorable death personified. He is misery and pain and suffering waiting to happen.

> **"It's no wonder that this model appears so often at Golden Demon - it's a painter's dream. And a converter's, too..."**

For me, getting that balance right is crucial when designing a miniature. You have to be able to recognise the model for what it is. To get great enjoyment out of painting it and making it your own. And you should be able to read its story from all its little details. And that's why – while I think all the models I've mentioned already are great Citadel miniatures – the model I would like to enter into the Citadel Hall of Fame is...

TECH-PRIEST DOMINUS OF THE ADEPTUS MECHANICUS

We asked Jes if there was a model he had designed that he felt got the balance of silhouette, pace and narrative just right. This was his suggestion – the Tech-priest Dominus.

"Is there anything in Warhammer 40,000 that looks like a Tech-Priest Dominus?" says Jes, laughing. "It really cannot be mistaken for anything else. One of the strongest aspects of its silhouette is its axe – it proclaims, very loudly, who the Tech-Priest fights for. I think when people first saw the model they thought it was really busy, but actually most of the model is robes and armour and they are both pretty plain. They provide the backdrop for all the other details on the model – the creepy-crawler legs, the techno-gubbins, the pipes and cables, his face. The model's head is framed by its hood, a highly detailed area framed by something plain – you know exactly where to find the focal part of the Tech-Priest. His narrative is all about questions. Does he have feet or just the scuttling claws? What are those tanks of fluid on his back for? Why does he have pipes going into his face? Why does he need a cane? Is he even human? That's what the Adeptus Mechanicus is all about – the mystery of technology."

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"The Tech-Priest's lower body is meant to look really creepy, with mechanical, insect-like feet poking out from under his robes **(1)**. He probably scuttles a lot. His weapons **(2 and 3)** are arguably his most high-tech equipment (that you can see...)."

> **"His narrative is all about questions. Does he have feet or just the scuttling claws?"**

CITADEL
HALL OF FAME INDUCTEE

CAIRN WRAITH

Designed by Brian Nelson | Nominated by Jes Goodwin

Jes: My nomination for the Citadel Hall of Fame is the Cairn Wraith by Brian Nelson. It was very different for its time when it came out back in 2009, a real contrast to the shambling undead hordes we were used to. Suddenly we had this floating, ghostly creature that encapsulated what we saw in the artwork and read about in the books. Brian had captured the true image of a Wraith in miniature form.

The Cairn Wraith's silhouette is really distinctive and easy to pick out on a battlefield – you know what it is from its cloak and the scythe in its hand. Its pace comes from three elements – its robes, weapon and head (the Wraith's focal point). Again, Brian was really clever with the pace of this model as it gives painters plenty to explore. You can paint the robes however you like and contrast them with the texture on the blade, for example. The model's not busy, far from it, but the details are appropriate for an incorporeal being.

There's a lot of what us designers call negative space on the model, the areas that aren't there working just as hard as the ones that are to create this image of an ethereal creature. There's practically nothing to the Wraith – it's all wispy and floaty. Brian did a great job with the robes and cowl, implying that there is a hunched body underneath them where, in fact, there isn't – the Wraith is essentially hollow. You really get the feel of a malevolent, undead spirit from this model – a reaper descending on living prey. Its story surrounds it like an aura.

The Cairn Wraith's design was so successful, so iconic, that it became the basis for the entire Nighthaunt range – I even tried to nominate the whole Nighthaunt range for Hall of Fame, but apparently I wasn't allowed to! It's a testament to Brian's skill that he captured such a powerful story in this miniature, enabling us to evolve a whole army of spirit-beings from it. DH

"Much of the imagery and drama that Brian established on the Cairn Wraith can be seen on the whole Nighthaunt range," says Jes. "The Grimghast Reapers are very similar in design – spectral creatures that share that thin, hanging feel of the Cairn Wraith **(1)**. It's like they're smoke trailing on a breeze **(2)**. I love the directionality the new models have, too – like they're being manipulated by a magical wind or puppets on strings.

"The iron mask worn by one of the Cairn Wraiths **(3)** inspired those of the Bladegheist Revenants **(4)**. Their weapons are similarly styled. The petrified wooden scythe hafts and corroded blades **(5 and 6)** are a great textural counterpart to the flowing robes.

"The negative space underneath the Wraith's cowl is another feature of the Nighthaunt models. There's an impression of substance to their head, neck and shoulders, but when you look up underneath them there's nothing there. It's all illusory and ghostly. Making the robes tattered adds to the grave-shroud feel of them – they're not nice ghosts but horrifically evil, malicious ones."

THE BATTLE OF PELENNOR FIELDS

With the new edition of the Middle-earth Strategy Battle Game released this month, what better way to put the game through its paces than a mighty clash of heroes. Join us as Adam Troke and Jay Clare, who wrote this latest edition of the game, wage war on the blood-soaked ground of Pelennor Fields.

There is something very exciting about seeing a new game played for the first time in the White Dwarf Bunker, and this month we welcomed in the Middle-earth team for a spectacular Battle Report. When we asked them what they would like to do for the game, they wasted no time declaring a refight of the most pivotal battle of the Third Age of Middle-earth – the Battle of Pelennor Fields itself. To this end, Jay Clare has concocted a scenario worthy of a legend (see page 66), and together he and Adam scurried off to find enough models to usher in the dawn of a new era! Over to Adam and Jay.

STYLES OF PLAY

The Strategy Battle Game is played in three ways: narrative, open and matched play – each with a unique appeal. Narrative play focuses on scenarios that recreate the action from the movies and books. Open lets you explore Middle-earth freely, without concerns for balance or theme, while matched play features armies in an even tactical challenge.

Adam: With the Strategy Battle Game's boxed game themed around Pelennor Fields, there was never any doubt as to what game we'd play to welcome in the new edition. The Strategy Battle Game has always focused on narrative scenarios and this edition is no different. There's real joy to be found in seeing if you can match the skills and cunning of your favourite characters or change the course of history through your choices. To that end, Jay and I embarked on writing a new narrative scenario for the Battle of Pelennor Fields that would simultaneously offer a fast-paced tactical challenge and also the chance to enjoy a massive scrap with loads of great models.

Jay: A new edition of the Strategy Battle Game also means that there have been a few tweaks and changes to give players the best Middle-earth experience to date. Some of the models being used have had a change in their profile, either with new rules, different stats or maybe even a change in points – either way we were both excited to get them on the battlefield!

"For this game, tactics are going firmly out the window in exchange for glorious heroism!"

Adam: Conveniently, Jay wanted to play as the forces of Evil, so I got to lay claim to the Rohirrim. Of the models that had their rules revised, those of Rohan might well have benefited the most. All Riders of Rohan and Royal Guard receive a bonus of +1 to their Fight value if they are near King Théoden, and all mounted models get the perk of +1 Strength when they charge as their faction Army Bonus. Along with various improvements to some of the Rohan Heroes (not least King Théoden who now has a store of Will worthy of song), these rules were very satisfying in playtesting, and we'll be showcasing them in this game too. I should mention the King of the Dead as well – he's much better than he used to be. I just hope I can get him near one of Jay's Mûmakil.

Jay: I chose to command the forces of Evil, which I think pleased Adam somewhat. Quite a few of the models in play have had some changes in this edition. Gothmog now has two new rules that make him a terrifying threat when facing an army of Men, and he can declare that The Time of the Orc has Come. The Witch-king's Crown of Morgul now allows him to re-roll a single D6 when making a Casting roll, a rule worthy of the Lord of the Nazgûl. I also got to lay my hands on the fearsome Mûmak War Leader, and if I could get his Royal War Mûmak stuck into the fray it would do some serious damage!

ADAM TROKE & JAY CLARE

Adam and Jay are the writers of the Middle-earth Strategy Battle Game. Lifelong fans of *The Lord of the Rings*™ and *The Hobbit*™, when they're not writing rules or testing scenarios they're debating the finer points of Middle-earth lore.

THE WITCH-KING'S HORDE

WARBAND 1
The Witch-king of Angmar
Full Might, Will and Fate, armoured Fell Beast, Crown of Morgul and two-handed flail

WARBAND 2
Gothmog, Lieutenant of Sauron
On Warg

15 Morannon Orcs

WARBAND 3
Morannon Orc Captain
Two-handed weapon

11 Morannon Orcs

1 Mordor Troll

WARBAND 4
Morannon Orc Captain
Two-handed weapon

11 Morannon Orcs

1 Mordor Troll

WARBAND 5
Morannon Orc Captain
Shield

12 Morannon Orcs

WARBAND 6
Mordor War Catapult

WARBAND 7
The Mûmak War Leader

12 Haradrim Warriors

WARBAND 8
War Mûmak of Harad
Mahûd Beastmaster Chieftain

12 Haradrim Warriors

WARBAND 9
War Mûmak of Harad

12 Haradrim Warriors

WARBAND 10
Suladân

12 Haradrim Raiders

TOTAL MODELS: 114

THÉODEN'S CHARGE

WARBAND 1
Théoden, King of Rohan
Heavy armour, shield and horse

5 Rohan Royal Guard
On horse

13 Riders of Rohan

WARBAND 2
Éomer, Marshal of the Riddermark
On horse

15 Riders of Rohan

WARBAND 3
Gamling, Captain of Rohan
Royal Standard of Rohan and horse

3 Rohan Royal Guard
On horse

9 Riders of Rohan

WARBAND 4
Éowyn, Shield Maiden of Rohan
Heavy armour, throwing spears and horse

Meriadoc Brandybuck, Knight of the Mark
Shield

4 Riders of Rohan

WARBAND 5
Aragorn – Strider
Andúril, Flame of the West and bow

Legolas Greenleaf

Gimli, son of Gloin

WARBAND 6
The King of the Dead

10 Warriors of the Dead

WARBAND 7
10 Warriors of the Dead

TOTAL MODELS: 78

THE BATTLE OF PELENNOR FIELDS

With Minas Tirith in flames, the forces of Mordor and Harad prepare to raze the city to the ground. Only Théoden's riders and the army brought by the heir of Isildur stand in defence of the city. The greatest battle of the Third Age is about to begin…

THE ARMIES

For this scenario we recommend using the forces presented on pages 64 and 65 of this issue of White Dwarf.

LAYOUT

The Pelennor is a mostly barren field, with a few rocks and possibly trees dotted across it. Along the western board edge run the walls of Minas Tirith. In the centre of the southern board edge are some ruins that represent the edges of the docks of Harlond.

STARTING POSITIONS

The Evil player deploys all the **Mordor** models (except the Witch-king) at least 12" away from the northern and southern board edges, and at least 24" away from the eastern and western board edges.

The Good player then deploys all the **Rohan** models within 6" of the northern board edge.

Finally, the Evil player deploys all the **Harad** and **Mahûd** models within 12" of the southeast corner of the board.

All other models are kept aside for later in the game.

INITIAL PRIORITY

The Good player has Priority in this scenario.

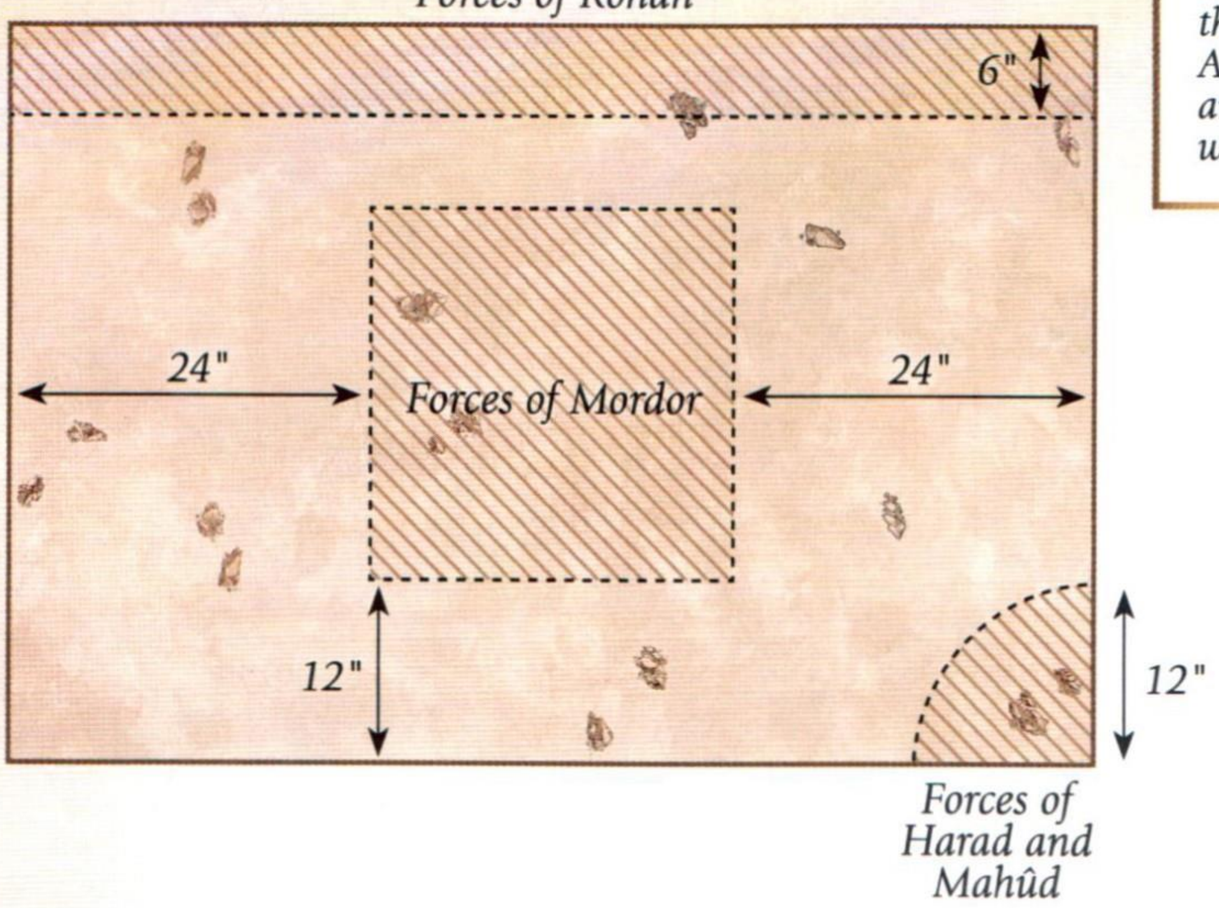
OBJECTIVES

The game lasts for 10 turns or until the end of a turn in which either Aragorn or the Witch-king has been slain.

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

The Battle of Pelennor Fields has some of the greatest Heroes and Villains of the Third Age, and without them their respective forces will ultimately fall.

In this scenario Victory Points are scored for slaying certain **Hero** models, each of which is worth differing numbers of Victory Points if they are slain:



GOOD MODELS

- Aragorn – **3 Victory Points.**
- Théoden – **2 Victory Points.**
- Éomer – **1 Victory Point.**
- Éowyn – **1 Victory Point.**
- Legolas – **1 Victory Point.**
- Gimli – **1 Victory Point.**

EVIL MODELS

- The Witch-king – **3 Victory Points.**
- The Mûmak War Leader – **2 Victory Points.**
- Gothmog – **2 Victory Points.**
- War Mûmak – **1 Victory Point** each.
- *Note that Victory Points for the War Mûmakil are only scored for the two standard Mûmakil and not the Mûmak War Leader's Royal War Mûmak.*

SPECIAL RULES

The Greatest Battle of Our Time: All models benefit from their specific Army Bonus.

The Return of the King: Aragorn and the remaining Good models move onto the board from the centre of the southern board edge at the end of the Good player's fourth Move phase.

The Witch-king: The Witch-king moves onto the board from the centre of the western board edge at the end of the Evil player's fourth Move phase.

The Mûmakil: The Haradrim and Mûmakil may not move on the first turn.

Designer's Notes: *This scenario depicts perhaps some of the most famous scenes in* The Lord of the Rings: The Return of the King™ *– The Charge of the Rohirrim, the arrival of the Mûmakil and Aragorn's return to Minas Tirith. As such, Adam and Jay decided to play the game so that they could try and recreate these scenes and made many decisions based off what they believed the characters would do themselves.*

PREPARE FOR WAR!

As the forces were lined up on the battlefield, Adam and Jay began secretly forming tactics and hatching their plan of attack – the Battle of Pelennor Fields was about to begin!

Adam: For this game, tactics are going firmly out the window in exchange for glorious heroism! After a rousing speech, the Riders of Théoden will crash like a tidal wave into the Orcish hordes and hopefully sweep them away. My only real plan is to try and stay alive long enough for Aragorn and his allies to lend some aid. That's a tall order, but I believe Théoden is up to the task!

Jay: Me and Adam really wanted to create the very feel of one of our favourite scenes from the films, and so I decided to have my Orcs hold the line rather than run away. The plan was simple: have the Orcs hold up the Rohirrim for as long as possible, then have the Mûmakil squash them underfoot – and just hope that they do enough damage before Aragorn arrives…

The forces deploy for war **(1)**, both sides ready to fight for the fate of Middle-earth.

In the southeast corner of the board are the fearsome War Mûmak led by the Mûmak War Leader **(2)**, and accompanied by Suladân and a number of Haradrim raiders.

In this edition of the Strategy Battle Game, Siege Engines now always come with a Siege Veteran, which is a Hero – meaning they can set up where best suits them rather than with another warband **(3)**. Jay has deployed the catapult as far back as possible.

Adam has lined all of the Riders of Rohan up along the northern board edge **(4)**. Théoden has just delivered his impassioned speech and begins the charge of the Rohirrim towards the host of Orcs, Trolls and war beasts.

THE CHARGE OF THE ROHIRRIM (TURNS ONE, TWO & THREE)

The first three turns of the game faithfully recreated the epic charge of the Rohirrim. Adam charged full pelt towards the Mordor hordes, while Jay held his ground.

The first turns saw the charge of the Rohirrim, and straight away we got to see new rules in action. The Army Bonus for Rohan means that Cavalry models gain +1 to their Strength when they charge – couple this with the Riders of Rohan new Arise Riders of Théoden! special rule (giving them +1 Fight value when they charge within 12" of Théoden), and the Rohirrim hit eye-wateringly hard!

However, Gothmog at the heart of the Mordor lines also had a trick or two up his sleeves. Gothmog's The Age of Men is Over special rule means the he, and other Mordor Orc models within 3" of him, gain +1 when rolling To Wound Men. Gothmog can also, once per battle, declare that The Time of the Orc has Come – allowing all Mordor Orc models within 12" to re-roll all failed To Wound rolls – ouch!

Adam wasted little time charging the Rohirrim forward towards the Orcs **(1)** and, thanks to him losing Priority on the second turn, Adam was able to charge straight into the heart of Jay's lines with no risk of being swamped in return.

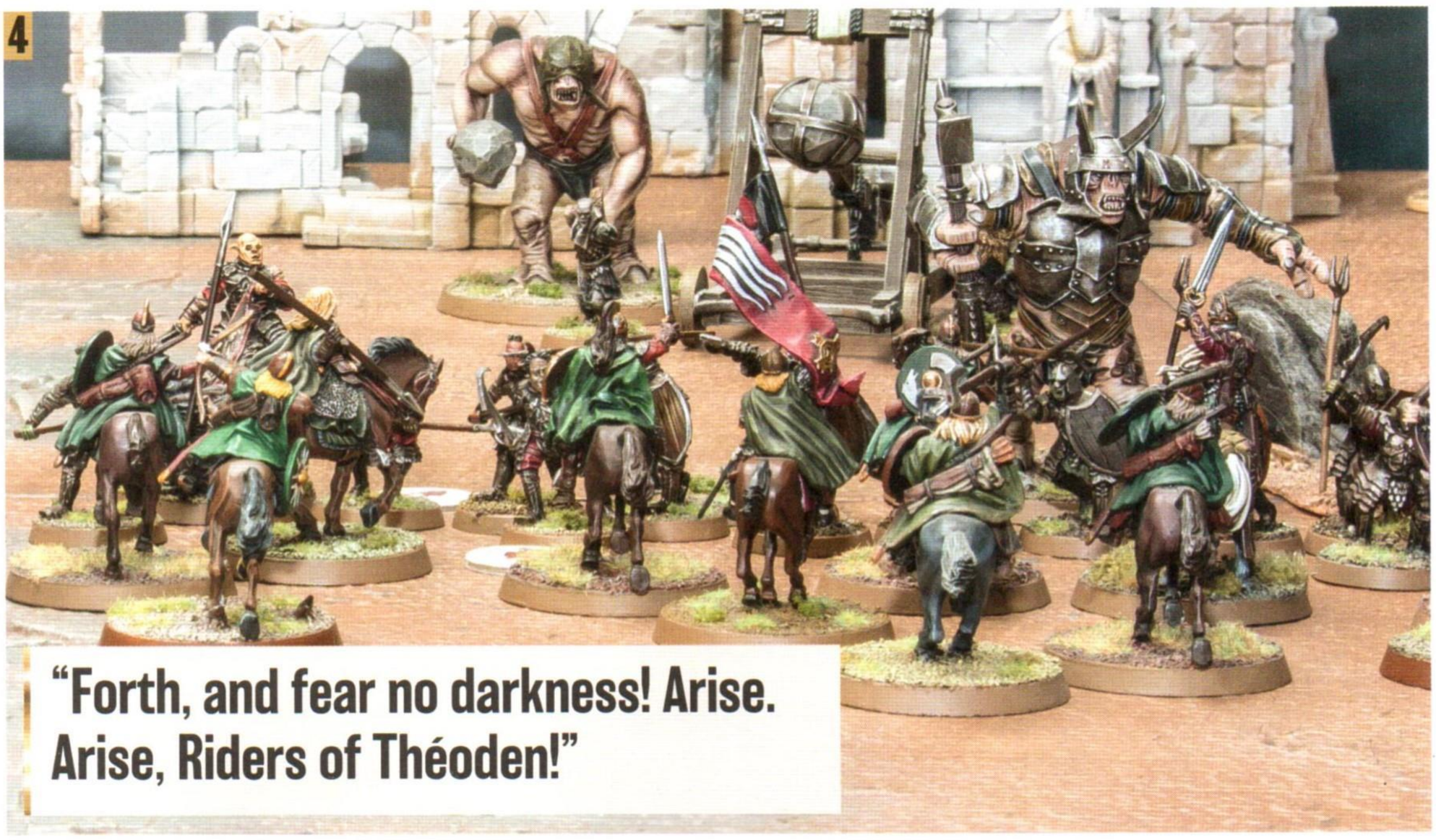
As the Rohirrim charge into the fray, Adam wastes little time in getting all of his Heroes stuck in.

Leading the charge, Théoden declares a Heroic Combat **(2)** in a bid to carve out a path to Gothmog. However, his second charge falters and Théoden is beaten back, though suffers no wounds.

On the other flank, Éomer also declares a Heroic Combat **(3)**, determined to cause as much carnage as possible. Éomer is rather more successful than his uncle, hacking down a total of five Orcs in a single turn!

THE MÛMAKIL

At the start of the second turn, the three Mûmakil began thundering towards the oncoming Rohirrim. It wasn't long before they made their impact, crushing the small band of Riders of Rohan that Adam had sent to slow their relentless advance. Jay had no issues with trampling his own models if it meant he would squash more of Adam's!



"Forth, and fear no darkness! Arise. Arise, Riders of Théoden!"

In previous editions of the Strategy Battle Game, Siege Engines were considered to be rather lacklustre – but no longer!

All Siege Engines have had a points reduction, and now all come with a Siege Veteran for free. These are Heroes with a point of Might that can affect the hit rolls of the Siege Engine.

In the game, Jay's Catapult really made an impact, squashing multiple Riders of Rohan **(4)**. Jay used the Siege Veteran's Might point to guarantee a hit on the Riders near Théoden, slaying six Riders, two Orcs and Éowyn's horse!

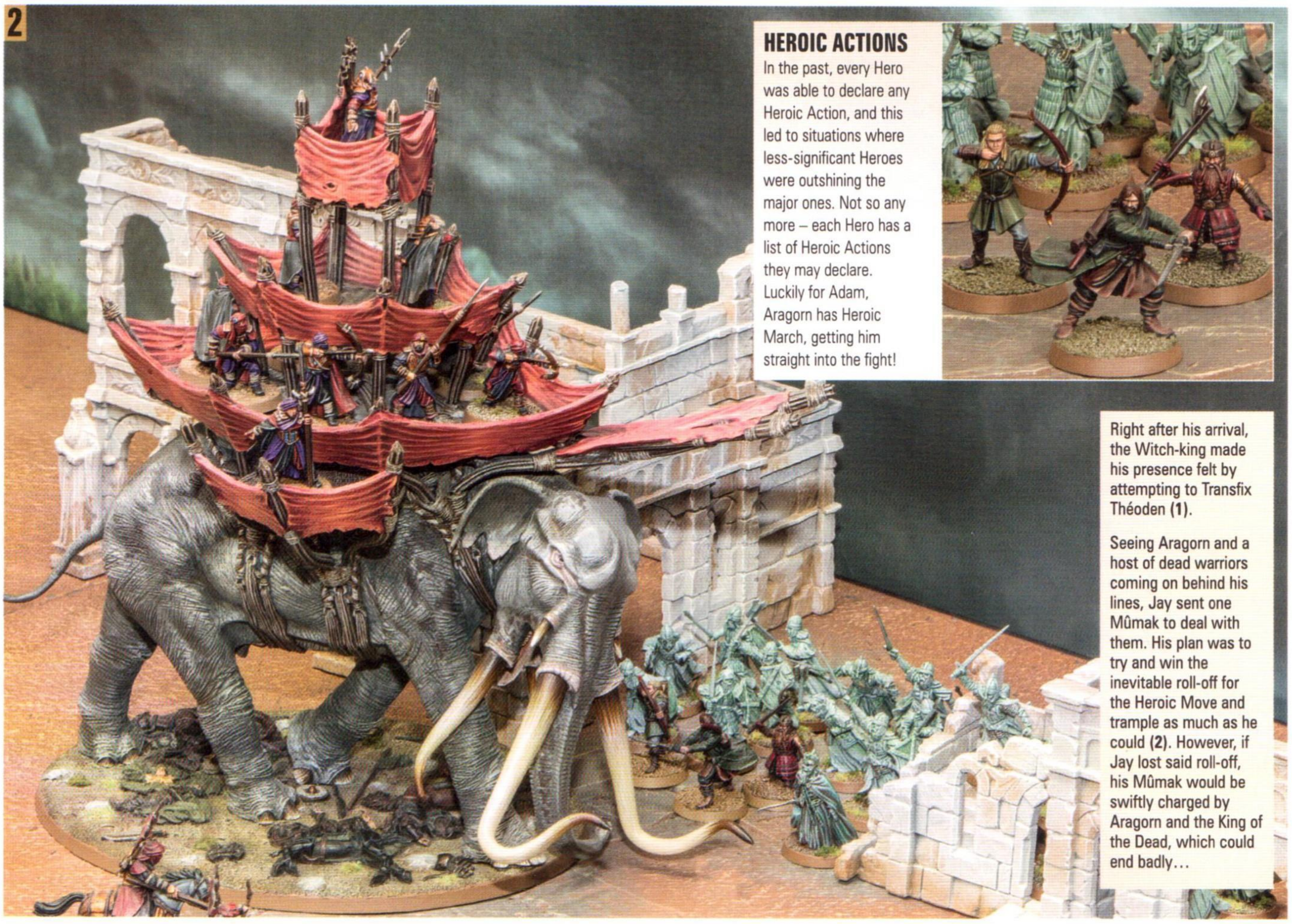
THE LORD OF THE NAZGÛL AND THE RETURN OF THE KING (TURN FOUR)

As war engulfed the Pelennor, the Witch-king soared into battle on his dreaded Fell Beast. From the south Aragorn arrived leading an army of undead warriors in a hope to turn the tide of battle.

The beginning of turn four meant that the remainder of the models would enter the field of battle. From the south, Aragorn, Legolas, Gimli and a host of Warriors of the Dead moved onto the board, setting their sights on the Mûmakil.

The arrival of the Witch-king was a worrying sight for Adam – the Rohirrim found themselves attacked on three sides. The Witch-king's Crown of Morgul now allows him to re-roll a D6 when Casting and Resisting Magical Powers, making him one of the best magic users in the game – Jay immediately put this to good use by casting Transfix on Théoden.

Théoden used all three of his Will points (yes, the King of Rohan now has Will points!), rolling a natural 6 to resist! In this edition of the Strategy Battle Game when a Hero successfully resists a Magical Power by rolling a natural 6 they immediately regain the Will point that rolled the 6 – not only had Théoden resisted, but he then regained a point of Will as well!



HEROIC ACTIONS

In the past, every Hero was able to declare any Heroic Action, and this led to situations where less-significant Heroes were outshining the major ones. Not so any more – each Hero has a list of Heroic Actions they may declare. Luckily for Adam, Aragorn has Heroic March, getting him straight into the fight!

Right after his arrival, the Witch-king made his presence felt by attempting to Transfix Théoden **(1)**.

Seeing Aragorn and a host of dead warriors coming on behind his lines, Jay sent one Mûmak to deal with them. His plan was to try and win the inevitable roll-off for the Heroic Move and trample as much as he could **(2)**. However, if Jay lost said roll-off, his Mûmak would be swiftly charged by Aragorn and the King of the Dead, which could end badly…

With the Dead arriving, Jay hurled everything he could at the remaining Rohirrim in an effort to whittle them down enough before the Dead could save them **(3)**.

Orcs, Trolls, and even Gothmog were getting stuck in, causing as much damage as possible – helped particularly by Gothmog declaring that The Time of the Orc has Come to allow the Orcs to re-roll failed To Wound rolls.

Numerous Riders of Rohan and Rohan Royal Guard fell to the blades of the Orcs. Even poor Merry was unable to hold back the tide of Orcs, and he was brought down as he fought defending the lady Éowyn.

The first charge of the Mûmakil had been rather devastating, trampling over numerous Riders of Rohan (and the odd Haradrim Raider), and leaving Éomer with a single Wound and no Fate remaining. Though Éomer did win the fight against the beast, he was left in a bit of a sticky predicament.

The following turn Jay won Priority, and Adam had to declare a Heroic Move with Gamling to have any hope of keeping Éomer alive. However, the Mûmak War Leader's Imposing Presence special rule kicked in – the Mahûd cancelled Gamling's Heroic Move, allowing his Mûmak to crush Éomer underfoot! **(4)**

A TALE OF THREE MÛMAKIL (TURNS FIVE, SIX & SEVEN)

Turns five, six and seven were dominated by the impact of the mighty war beasts of Harad and the efforts of Aragorn and the King of the Dead in attempting to slay them.

Turn five saw Adam win the crucial roll-off (mentioned previously), and he swiftly swamped the Mûmakil with Aragorn, Gimli, the King of the Dead and a host of Warriors of the Dead.

In the combat phase, Gimli declared a Heroic Combat while Aragorn used his free Might point to declare a Heroic Strike so if the Heroic Combat succeeded he could take on the nearby Troll.

The Heroes of Good won the fight with ease, and Adam decided to roll To Wound with the King of the Dead first.

Thanks to his Drain Soul special rule, if the Mûmak suffered even a single Wound from the King of the Dead it would be slain – and in this edition the King of the Dead is far deadlier with two Attacks and even a Might point!

Needless to say the Mûmak was slain by the undead king!

The battle was starting to take its toll on the armies, with both sides having suffered heavy casualties and running out of Might points – now was the time for excellent generalship and perhaps an amount of luck to play its part.

The Rohan flank where Éomer had been was all but lost, Gamling being the next unfortunate victim to feel the wrath of the Royal War Mûmak, and the Rohan battleline was growing thinner – Jay was beginning to taste victory.

However, to the south, Aragorn and his allies were making haste towards the fray, slaying Orcs, Haradrim, Trolls and even the odd Mûmak, in order to do all they could to save the Rohirrim. Adam was playing Aragorn just how he acts in the film, charging him into everything he saw as he tried to save Éowyn from Gothmog and the Witch-king of Angmar.

ÉOWYN, SHIELD MAIDEN OF ROHAN
Éowyn is another model who has seen some significant improvements in this edition of the Strategy Battle Game. She now possesses two Attacks and two Wounds, allowing her to stand up to the likes of Gothmog and the fearsome Lord of the Nazgûl.

"Do not come between the Nazgûl and his prey."

THE DEATH OF THE KING!
Even though he had been unable to Transfix Théoden, Jay decided to still try and take on the King of Rohan, charging him with the Witch-king. The Lord of the Nazgûl won the fight and immediately slew Théoden as Éowyn looked on.

TRAMPLED UNDERFOOT!
The King of the Dead was causing problems for Jay – he had already slain two Mûmakil! With this in mind Jay sent the Mûmak War Leader after the King of the Dead and – thanks once more to his Imposing Presence special rule – squashed his foe with ease.

Following the demise of Théoden, Adam decided that the best way for him to secure victory was to slay the Witch-king – and Aragorn was the best man for the job.

Seeing that Éowyn was engaged in combat with the Witch-king, Aragorn declared a Heroic Combat, slew his foe, then charged into combat to try and help Éowyn.

Unfortunately for Adam, Jay had declared a Heroic Strike with the Witch-king, and the Nazgûl won the fight, slew Éowyn and knocked Aragorn Prone.

The seventh turn saw Aragorn charge the Witch-king, win the fight and deal two Wounds to his foe – forcing the Witch-king to use all of his Fate just to stay alive!

At the end of the seventh turn, Adam had two Victory Points while Jay was in the lead with four.

AN EPIC CONCLUSION (TURN EIGHT)

With Aragorn engaged in mortal combat with the Witch-king of Angmar, it was almost certain that one of them would emerge victorious and claim victory – for Good or Evil...

THAT STILL ONLY COUNTS AS ONE!

Legolas and Gimli have a pair of new rules that work in tandem. Essentially, players will need to keep a kill tally of how many models each of them has killed, and whoever has killed the least will get a small fighting boost to help them catch up!

In an ironic twist of fate, Gimli helped slay a Mûmak (which, according to his own rules, only counts as one), while Legolas slew a fair few Orcs, making him the victor!

With the eighth turn getting started, both Adam and Jay knew that this could well be the final turn. Both Aragorn and the Witch-king were easily capable of killing each other, and so both players set about trying to claim as many Victory Points as possible.

The Mûmak War Leader had successfully trampled the King of the Dead and a whole host of Warriors of the Dead, but this had left him too far away from the fight to help Jay score any Victory Points. Jay moved the War Leader as close to the action as he could, just in case there was another turn.

Adam threw Legolas into a fight against Gothmog, hoping that the Elven Prince's higher Fight value would win out against that of the wily Orc.

However, Jay still had one trick up his sleeve and chose to do the fight with the nearby Troll before anything else. The Troll easily beat the Warrior of the Dead and barged its way into Legolas's fight!

"What a game! It really did have everything you could ask for – epic charges, daring heroism, an incredibly close finish."

Legolas now found himself surrounded by Gothmog, a Mordor Troll and two Morannon Orcs. Luckily for Adam, Legolas rolled a 6 for his Duel roll and, even with a total of eight dice to roll, Jay could only roll a 5 – Legolas was safe!

ELVEN-MADE WEAPONS

In this edition of the Strategy Battle Game some weapons, like Andúril, have the Elven-made special rule. This essentially gives them a bonus of +1 in roll-offs for a tied Duel roll – very handy in a tight spot!

Adam and Jay decided to leave the showdown between Aragorn and the Witch-king to the last fight of the turn – after all it was the main event!

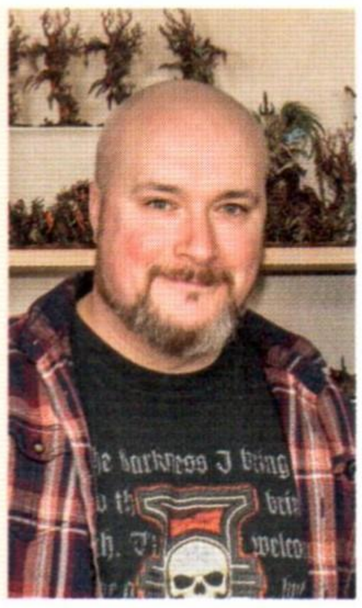
Both Aragorn and the Witch-king used their final Might points to declare a Heroic Strike, and both reached the lofty heights of Fight value 10.

With a pair of deep breaths, both Adam and Jay readied themselves and rolled their dice, both rolling a 6 – this was becoming too close to call!

With a final dice roll, Aragorn emerged victorious, delivering the final blow and ending the game. Jay had four Victory Points versus Adam's five!

A WORD WITH THE GENERALS

"At the end of a glorious battle, the fate of the world rested on Aragorn and a single lucky dice roll." – Adam



Adam: As the dust settles on a battlefield piled high with fallen Orcs and Men, the White City is saved… for now at least. What an epic battle that was, a desperate race for the Rohirrim to smash the Orcish hordes before the Haradrim arrived (I thought they did well), the murderous rampage of the Mûmakil (they crushed my entire flank) and then the heroic counter-attack of Aragorn and the Dead! What more does a game need?

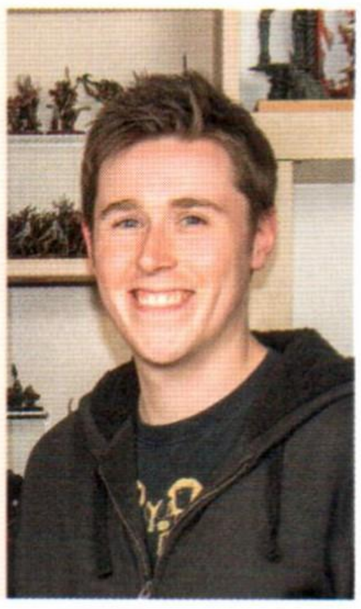
As we discussed the battle over a cold drink, I was reminded of a scene at the end of the Battle of Pelennor Fields in T*he Lord of the Rings*: T*he Return of the King* movie. There is an awesome moment where Aragorn finally releases the Dead of Dunharrow from their millennia-old curse. As Jay and I wrapped up the action on this epic encounter, I couldn't help feeling that their oath had finally been laid to rest in style. The heroism and courage of Rohan had been magnificent, but without the return of Gondor's king and his legion of ghostly allies, all would have been lost.

MODELS OF THE MATCH

Adam: The King of the Dead was such a tremendous influence in this game that, although Aragorn's heroism was glorious, I credit him with giving the Good side the victory. Felling a mighty War Mûmak is quite the feat. Felling two? That's enough to fulfil any debt…

Jay: Without a doubt it has to be the Mûmak War Leader. His Imposing Presence special rule is devastating and led to the deaths of Éomer, Gamling, the King of the Dead and a whole bunch of Riders of Rohan!

"In a thrilling encounter, the forces of darkness have been vanquished – for now…" – Jay



Jay: What a game! It really did have everything you could ask for – epic charges, daring heroism, an incredibly close finish and of course Mûmakil trampling plenty of things.

I was really close to earning a hard-fought victory, if it hadn't been for Legolas managing to survive against the odds and Aragorn winning the roll-off to win the game – the fact Andúril is now an Elven-made weapon definitely tipped the odds in the favour of the King of Gondor.

We also managed to recreate some of the scenes from the film on the tabletop. The Witch-king swiftly slew Théoden upon his arrival, the Dead of Dunharrow saw to the end of two of my Mûmakil and Aragorn proved to be worth his weight in Mithril.

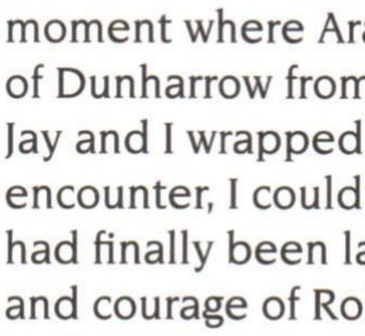
It was such an exciting, tactical and good-natured game that I cannot wait to play again – though this time I will have my revenge! **JC & AT**

HEROIC DEEDS FROM A CAST OF HEROES

The lynchpin of the Strategy Battle Game is the many heroes and villains who lead the armies of Middle-earth. Jay and Adam reflect on the champions of the battlefield.

THÉODEN, KING OF ROHAN

There are few tales of redemption more poignant than Théoden's return to vigour and his ride to the rescue of Gondor. In this game he showed his quality twice over, smashing into ranks of Orcs and leaving carnage in his wake. His presence (through the Arise riders of Théoden special rule) transformed the Rohirrim into a true powerhouse.



ARAGORN – STRIDER

The Battle of Pelennor Fields is the turning point for Aragorn as he finally returns to Minas Tirith and, in the aftermath, claims the crown. In our battle he more than earned it, cleaving through Orcs and a Troll to get to the Witch-king and end the battle. Also, his legendary sword Andúril is now better than ever, winning drawn combats on a roll of 3+.

GAMLING, CAPTAIN OF ROHAN

Not usually a Hero seen in 'competitive' army lists, Gamling has had a few minor improvements that make him a more desirable pick. Not only does he have an additional point of Might on his profile (always useful), but he also no longer suffers a penalty for carrying a banner when making Duel rolls – Rohirrim, rejoice!

GOTHMOG, LIEUTENANT OF SAURON

Gothmog really feels like the true commander of the Orcs at the Pelennor – his Master of Battle special rule means that he always has the tactical upper hand. He also two new special rules, The Age of Men is Over and The Time of the Orc Has Come, which can cause a lot of carnage on the battlefield – particularly if you are facing an army of Men!

THE WITCH-KING OF ANGMAR

In the films, the Witch-king is the greatest of the nine, and if there ever was any doubt that he was not in the game, I can assure you he most certainly is now! The Crown of Morgul is an absolute must, giving him a hefty 3 Attacks, but also now allowing him to re-roll Casting and Resist tests! On his Fell Beast it would take a true King of Men to slay him…

SULADÂN, THE SERPENT LORD

The Serpent Lord of Harad Suladân is another model that has had a few subtle changes to his profile. Firstly, he now has a Poisoned Sword, making him even more likely to cause those all-important Wounds in the fight. Previously, Suladân used to count as a banner – now he actually has a banner and does not suffer an penalties for carrying it!

THE FUTURE…

While narrative play games are very much the heart and soul of the Strategy Battle Game (who doesn't love recreating their favourite moments from the films?), there is also open play and matched play.

Matched play games allow players to test their generalship skills against one another with armies of even power, in one of a selection of specially formatted matched play scenarios.

Watch this space, Middle-earth fans, as in an upcoming issue of White Dwarf, the Middle-earth team will go to war once again, this time in an epic matched play encounter pitting their favourite armies against one another on the tabletop.

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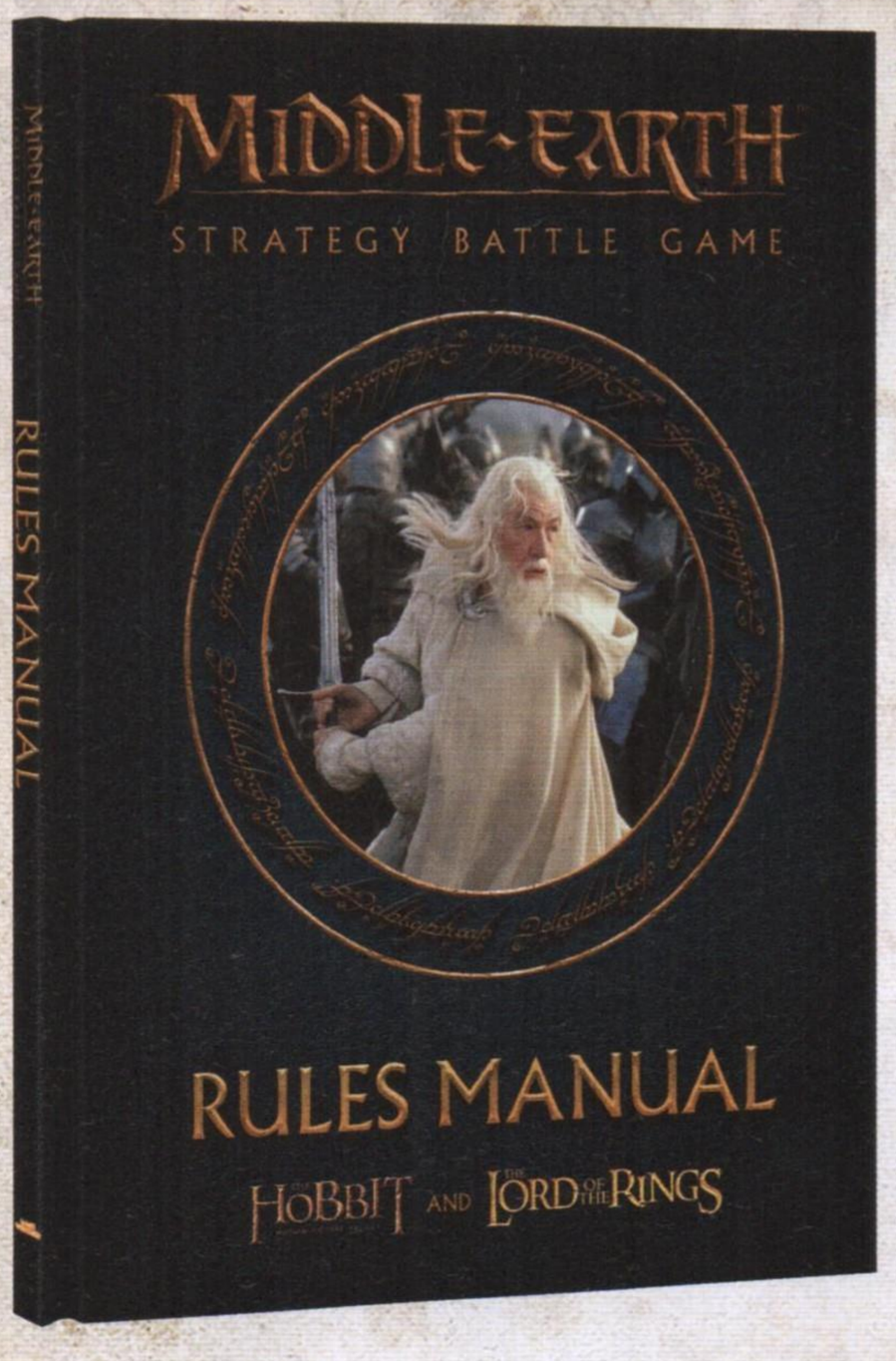

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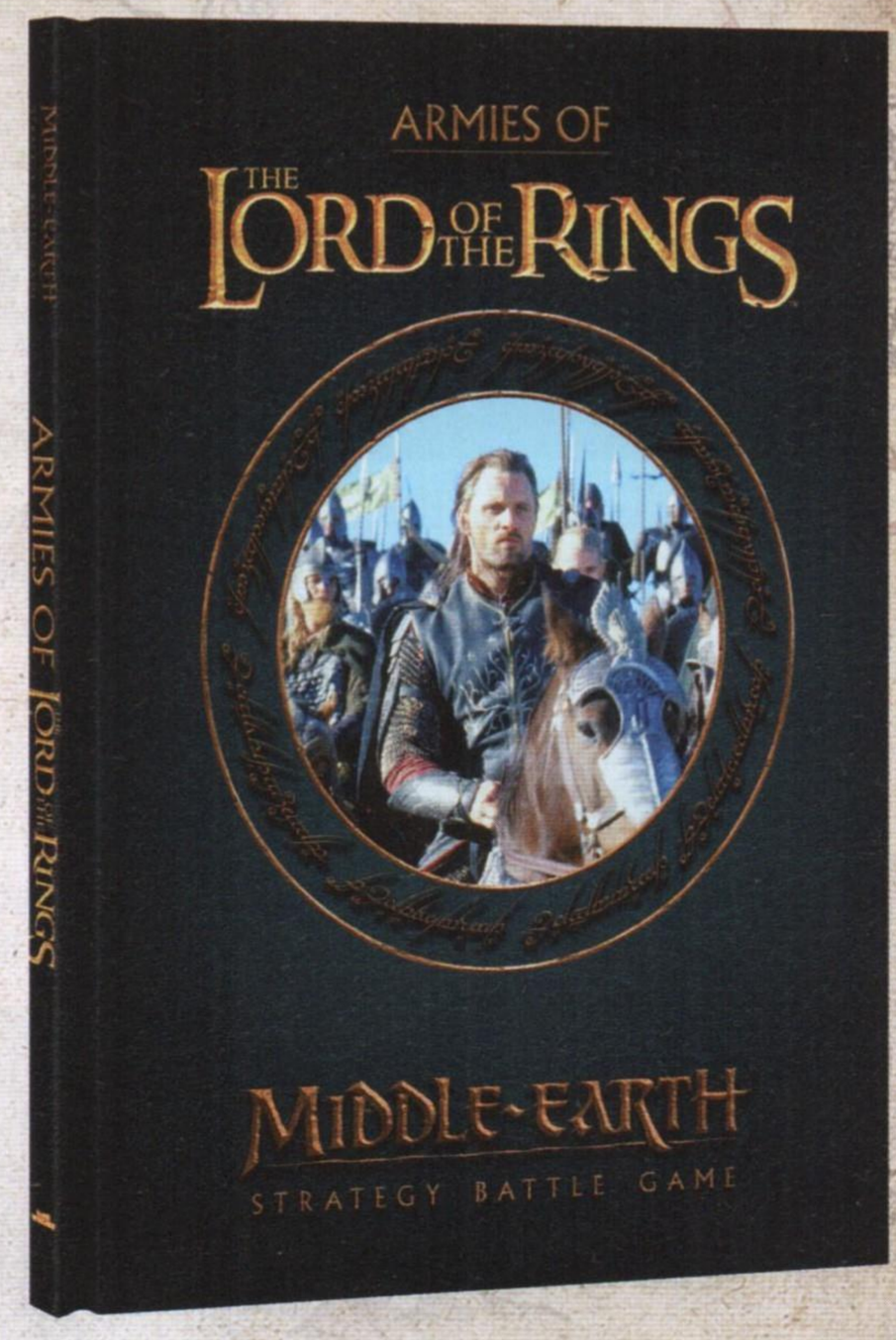

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BATTLE REPORT

THE WRATH OF FENRIS

With the return of the Sons of Russ, a grudge match between Simon Grant's Space Wolves and Matt Hutson's Thousand Sons was all but inevitable. Recent events had seen Fenris suffer greatly at the hands of Magnus the Red, so the Space Wolves were out for revenge!

The Space Wolves and the Thousand Sons have had more than their fair share of bust-ups over the millennia, so we thought it would be fun to present the latest in a long line of grudge matches between the two. As our own Simon Grant and Matt Hutson have sizable Space Wolves and Thousand Sons armies, respectively, they were the perfect candidates to play in this battle. In fact, readers of our last issue will know that Matt has recently expanded his Thousand Sons collection with some powerful reinforcements in the shape of a Chaos Land Raider and a unit of Scarab Occult Terminators. After some plotting and scheming, Matt settled on a power rating of 170 for his army, which Simon then matched. They decided that they would play a randomly generated Maelstrom of War mission – that way, Simon could try out the Space Wolves tactical objectives from the new codex. With both armies ready, it was time for the grudge match to begin!

FOR RUSS AND THE ALLFATHER!

SIMON GRANT
Simon has collected Space Wolves for as long as he can remember. He looks like a Space Wolf, acts like a Space Wolf and actually believes he is a Space Wolf. He even insists on being called by the name of his Wolf Lord proxy, Sigvald Deathgranter!

Simon: At last, I can unleash the might of my Space Wolves in glorious battle! But despite my enthusiasm, I actually had more trouble than I would've thought when it came to picking my army. The problem is that my Space Wolves collection is so big that it's hard to choose what to include and what to leave behind! After much deliberation, I decided that I would try and field a Brigade Detachment, as that would give me loads of command points – 12 in fact – to spend on the shiny stratagems in the new codex. After adding another for Bjorn the Fell-handed's sage counsel and three more for my army being Battle-forged I was sitting pretty on 16 command points! The only problem was that I needed another Heavy Support choice to complete the detachment's minimum requirements. But as a Space Wolf player, it's my duty to rise to any challenge, and after a long night of painting, I've got a new Whirlwind ready to go! Space Wolves don't need sleep anyway…

I'll be fielding lots of small packs of Grey Hunters as they're great for grabbing multiple objectives. I've included Njal Stormcaller to combat Matt's psychic phase. He'll be up against it as he'll be both outmatched and heavily outnumbered, but if he can stop even one of Matt's most powerful powers each turn (such as Treason of Tzeentch), he'll do me proud. Logan Grimnar was an obvious choice for me – not only can he dish out a lot of pain on his own, but by using a choice combination of stratagems, I can empower him to be a threat even to Magnus.

ALL HAIL THE CRIMSON KING!

MATT HUTSON
Matt has more painted armies for Warhammer 40,000 than this humble writer can count. We're convinced that he possesses some magically enchanted brushes that paint his models for him. If this is indeed the case, then loyal service to Tzeentch evidently does have its perks!

Matt: My Thousand Sons army has always been based on Ahriman's warband, but after recent events, he and Magnus the Red appear to have settled (most of) their differences. Considering that they'll be facing their arch-enemy in the form of the Space Wolves, I thought it would be fun to unite both of these legendary figures of the Thousand Sons once more to do battle.

I've divided my force into two detachments – a Battalion led by Ahriman and one of his fellow exiles, an Exalted Sorcerer, both of whom are mounted on Discs of Tzeentch for added manoeuvrability. The other is a Supreme Command Detachment comprising Magnus the Red, a trio of various Sorcerers and a unit of Scarab Occult Terminators.

My main Battalion is filled out with a variety of units that will help me attack the Space Wolves from any distance. First and foremost, a Chaos Land Raider, Helbrute with twin lascannon and Forgefiend with hades autocannons will provide me with solid long-range fire support. I've also included a couple of Chaos Rhinos to protect my Rubricae and get them to where they need to be as quickly as possible. One of my Rubric Marine squads is armed with warpflamers, so they should be able to unleash some molten devastation if I can get them in the right place at the right time.

I've always liked the Heldrake models and have had a pair since they were first released. Now that they can actually charge into combat, I love them even more, so I've included both!

TOP FIVE BATTLES BETWEEN THE THOUSAND SONS AND SPACE WOLVES

This Battle Report features one of the most iconic rivalries in the narrative of Warhammer 40,000. Here we take a quick look at some of the most decisive battles fought between these bitter enemies.

5. WAR ZONE: STYGIUS
M41 – In the aftermath of the Great Rift, Magnus the Red leads a vast invasion of the Stygius Sector. Nine Great Companies (including Primaris Space Wolves for the first time) lead a mighty counter-attack against the Thousand Sons on the crystallized world of Tarkan, but are eventually forced to make a fighting withdrawal.

4. THE SPEAR OF RUSS
M41 – Magnus the Red and the Exalted Sorcerer Madox conduct a fell ritual that will see the Rubric of Ahriman undone and life restored to the Thousand Sons Legion. However, a young Ragnar Blackmane manages to thwart the arcane rite at its climax by casting the Spear of Russ into the Daemon Primarch's eye.

3. BATTLE OF THE FANG
M32 – The Thousand Sons suffer a terrible defeat after launching a suicidal assault on the mountain stronghold of the Space Wolves. But Magnus the Red succeeds in his true purpose – denying the Space Wolves the means to reproduce the Canis Helix without its inherent flaws, though at the cost of his own Legion.

2. THE WRATH OF MAGNUS
M41 – The Thousand Sons come closer than ever before to defeating the Space Wolves once and for all. Magnus the Red masterminds a grand plan that sees every planet within the Fenris system assailed. Though Magnus is defeated at the last, the cost to the Space Wolves and to Fenris itself is dear.

1. BURNING OF PROSPERO
M31 – By order of the Emperor, the Thousand Sons Legion is shattered and their home world all but destroyed by the Space Wolves in a brutal planetary assault. Magnus the Red enters the fray at the battle's height but is cast down by Leman Russ in personal combat, his spine broken by the triumphant Wolf-King.

BATTLE REPORT

THE PRODIGAL SONS

SUPREME COMMAND DETACHMENT – COUNCIL OF THE CRIMSON KING

LORD OF WAR

1 – Magnus the Red
Warlord, *Tzeentch's Firestorm, Temporal Manipulation (Discipline of Change), Death Hex (Dark Hereticus Discipline), Treason of Tzeentch (Discipline of Tzeentch)* **23 power**

HQ

2 – Ultak'h the Imperious
Exalted Sorcerer, *Tzeentch's Firestorm, Temporal Manipulation (Discipline of Change)* **8 power**

3 – Zah'mat the Imperishable
Exalted Sorcerer, *Doombolt (Discipline of Change), Infernal Gaze, (Dark Hereticus Discipline)* **8 power**

4 – Ma'dakh Soulfyre
Sorcerer in Terminator armour, *Death Hex, Diabolic Strength (Dark Hereticus Discipline)* **9 power**

ELITES

5 – The Aeon Lords
5 Scarab Occult Terminators, *Weaver of Fates (Discipline of Change)* **11 power**

BATTALION DETACHMENT – AHRIMAN'S EXILES

HQ

6 – Ahriman
Doombolt (Discipline of Change), Infernal Gaze, Prescience (Dark Hereticus Discipline) **7 power**

7 – Az'mekh the Untainted
Exalted Sorcerer, *Helm of the Third Eye (Sorcerous Arcana), Weaver of Fates (Discipline of Change), Infernal Gaze (Dark Hereticus Discipline)* **8 power**

TROOPS

8 – The Fyreborn
10 Rubric Marines & Chaos Rhino, *Weaver of Fates (Discipline of Change)* **18 power**

9 – The Gilded Brotherhood
10 Rubric Marines & Chaos Rhino, *Prescience (Dark Hereticus Discipline)* **18 power**

10 – The Cult of the Ebon Flame
25 Chaos Cultists **9 power**

ELITES

11 – Oh'mek Thriceborn
Helbrute **7 power**

HEAVY SUPPORT

12 – Tizca's Vengeance
Chaos Land Raider **19 power**

13 – The Baleforged
Forgefiend **9 power**

FLYERS

14 – The Azure Wyrm
Heldrake **10 power**

15 – The Fallen One
Heldrake **10 power**

TOTAL: 170 POWER
COMMAND POINTS: 9

STRIKE FORCE MJALNAR

BRIGADE DETACHMENT – CHOSEN OF THE GREAT WOLF

HQ

1 – Logan Grimnar on Stormrider
Warlord
12 power

2 – Bjorn the Fell-handed
13 power

3 – Njal Stormcaller in Terminator Armour
Living Lightning, Storm Caller, Tempest's Wrath (Tempestas Discipline)
8 power

4 – Sigvald Deathgranter, Axeman of Russ
Wolf Lord, Banisvatr, the *Black Death (Relic of the Fang)*
5 power

TROOPS

5 – Asgeir's Allslayers
10 Grey Hunters
8 power

6 – Tor's Murdermakers
5 Grey Hunters
4 power

7 – Haakon's Hunters
5 Grey Hunters
4 power

8 – Uller's Marauders
5 Grey Hunters
4 power

9 – Wulfrik's Reavers
5 Grey Hunters
4 power

10 – Bulveye's Berserkers
5 Blood Claws
4 power

ELITES

11 – Murderfang
9 power

12 – Magni Morkaisson
Wulfen Dreadnought
8 power

13 – The Wyrdborn
5 Wulfen
11 power

FAST ATTACK

14 – The Riders of Morkai
3 Thunderwolf Cavalry
8 power

15 – The Deathclaws
3 Thunderwolf Cavalry
8 power

16 – The Wolfkin
10 Fenrisian Wolves and 1 Cyberwolf
5 power

HEAVY SUPPORT

17 – Gunnar's Old Guard
6 Long Fangs
8 power

18 – *Helmodr*, Hel's Fury
Predator
8 power

19 – *Hridenda*, the Stormbringer
Whirlwind
11 power

FLYERS

20 – *Svellwyrm*, the Ice Wyrm
Stormwolf
16 power

21 – *Íssfleinn*, the Icy Spear
Stormfang Gunship
15 power

TOTAL: 170 POWER
COMMAND POINTS: 16

MISSION AND DEPLOYMENT

The players began by generating the Cleanse and Capture Maelstrom of War mission, meaning that at the start of each of their turns, they would draw up to three tactical objectives. After setting up the battlefield, they took turns to place six objective markers, starting with Matt, who had won the roll-off. Simon then selected the Front-line Assault deployment map, evidently planning on closing with Matt's forces as quickly as possible, then claimed the far deployment zone.

The players began setting up their units one at a time, starting with Matt. Their opening few deployments were somewhat cautious, with both players holding back their most powerful units for as long as possible before committing them. Matt sought to take advantage of the clear corridor on the right flank, placing both his Chaos Land Raider and Forgefiend to cover any advance there. As Simon had more units, he knew that Matt would likely take the first turn, so sheltered his Stormwolf and Stormfang Gunship behind large buildings. He also placed a skirmish line of Fenrisian Wolves in front of his Wulfen Dreadnoughts in the centre to soak up the opening psychic powers (many of which can only target the nearest enemy unit). Matt's left flank was anchored by his Rubricae, safely protected within the armoured hulls of their Chaos Rhinos, as well as a Helbrute and cabal of Sorcerers.

Simon sets up his Stormwolf on the far left flank **(1)** and fills it with deadly warriors in the form of Wolf Lord Sigvald Deathgranter as well as a Wulfen and a Blood Claws pack.

Matt places his pair of Heldrakes on the left flank **(2)**, poised to swoop forwards and assail the Space Wolves opposite.

Bjorn the Fell-handed stands ready to support the advance of Simon's Thunderwolf Cavalry pack **(3)**, under the watchful gaze of his Predator behind them.

Matt shores up the left flank with two Rhinos **(4)**, each housing a full squad of Rubricae within their armoured hulls. Nearby, he sets up Ahriman and a pair of Exalted Sorcerers in preparation to bombard the Space Wolves with eldritch sorcery **(5)**, along with the firepower of his Helbrute's twin lascannon.

Simon sets up his pack of Long Fangs, on top of the highest building for the best lines of sight **(6)**.

Njal Stormcaller and the pair of Wulfen Dreadnoughts – Murderfang and another of his bestial kin – hold the centre of the Space Wolves line **(7)**, shielded by the Fenrisian Wolves.

"I haven't really come up with any actual tactics yet, but when I think of something, it will invariably involve an axe!" - Simon

AWAITING THE CALL TO BATTLE
Matt's opening deployment was to set up his unit of Scarab Occult Terminators in a teleportarium chamber (no doubt housed within in a Silver Tower floating nearby). He could have set them up within his Chaos Land Raider but wanted them to be able to strike as and where they were needed should he draw a tactical objective that required him to claim an objective on the other side of the battlefield. He later did the same with his Sorcerer in Terminator armour.

Simon sets up Logan Grimnar and a pack of Thunderwolf Cavalry on the right flank **(8)**. He then places his Stormfang Gunship nearby **(9)**, ready to swing around the building to bring its formidable firepower to bear against the Magnus the Red.

Matt sets up Magnus on the right flank **(10)**, supported by the guns of his Chaos Land Raider and Forgefiend. This is actually the first time that Matt will use Magnus in battle!

Simon spends a command point to activate the Cunning of the Wolf stratagem on his large pack of Grey Hunters. This stratagem enables them to outflank the enemy and arrive later in the game from any battlefield edge **(11)**.

THE WARP HAS MANY PERILS...
One of the challenges of playing a large game with an army that invariably includes lots of psykers (such as the Grey Knights or Thousand Sons) is keeping track of all of the psychic powers at their disposal. Matt's army featured no less than nine psykers, but he made excellent use of the Thousand Sons datacards, laying the psychic power cards out next to the table in groups according to the psyker that knew each power.

BATTLE ROUND ONE: OUT FOR BLOOD

Simon chose not to try and steal the initiative, so Matt took the first turn. He sent his Heldrakes hurtling into the Space Wolves on the left flank, wreathing the Thunderwolf Cavalry in baleflame, then splitting them up to charge the mounted Wolf Guard and the nearby Stormwolf. The Cultists advanced in the centre and the two Chaos Rhinos drove towards the large ruin nearby. Magnus the Red strode imperiously forwards before the Scarab Occult Terminators and Sorcerer in Terminator armour teleported to the battlefield to take up a position before their Primarch. The Chaos Land Raider opened up on a small pack of Grey Hunters, wiping them out and claiming First Blood. The Helbrute blasted the Wulfen Dreadnought with its twin lascannon, though the beams were repelled by its blizzard shield.

ONE STOOD AGAINST MANY

Njal Stormcaller was outnumbered 9:1 by Matt's psykers (two of whom were among the most powerful in the game!), so Simon had to be especially careful when it came to choosing which two powers he would attempt to deny. He let the majority go, with multiple castings of Smite, Doombolt and Tzeentch's Firestorm slaying all but four of his Fenrisian Wolves. In doing so, he was able to deny Weaver of Fates on Magnus and Treason of Tzeentch on Murderfang.

With his surviving Fenrisian Wolves having fled from Matt's psychic bombardment, Simon made haste towards the cover of the large building in the centre with Njal Stormcaller and his Wulfen Dreadnoughts. The Stormwolf roared away from the Heldrake that was tearing at its hull towards the centre, its guns trained on Magnus the Red, even as the Stormfang Gunship swept around the opposite flank to catch the Daemon Primarch in the crossfire. The large unit of Grey Hunters also arrived from the right to bring their meltaguns to bear. Despite the psychic might arrayed against him, Njal lived up to his epithet, casting Storm Caller to shelter his kin. Simon engaged Magnus the Red with much of his firepower (even using the Flakk Missile stratagem with his Long Fangs). Finally, Bjorn the Fell-handed charged the nearest Heldrake and tore it apart with Trueclaw.

SHIELDING UNITS

Inexpensive units such as Gretchin, Nurglings and Fenrisian Wolves can be used very effectively to screen more valuable targets. This works especially well against armies with a multitude of psykers, as powers such as Smite can only ever target the nearest enemy unit. However, there is an inherent risk in using a unit in this manner – it offers an easy target for the First Blood secondary objective (which is worth one victory point).

Matt's first Heldrake **(1)** charges the nearby Stormwolf, evading the deadly overwatch fire to inflict four wounds with its claws.

The storm shields carried by Simon's Thunderwolf Cavalry **(2)** save all but two wounds from both Heldrakes' baleflamers and prevent any further damage in combat. Bjorn joins them to destroy the closer Heldrake and earn one victory point for the No Prisoners tactical objective.

Simon holds position with a pack of Grey Hunters **(3)**, aiming to score two victory points next turn for his Defend Objective 2 tactical objective (by controlling it for two consecutive turns).

VENGEANCE FOR MOTHER FENRIS!
In his opening shooting phase, Simon committed the vast majority of his heavy weaponry against Magnus the Red, sending volley after volley of krak missiles, lascannon, multi-melta and helfrost beams crashing into the Daemon Primarch. Simon reasoned that even if he was unable to kill the Crimson King outright, he could at least weaken Magnus's psychic potential by reducing the casting bonus he normally receives. But in spite of the firepower unleashed on Magnus, a combination of Matt's lucky invulnerable saving throws and Simon's poor rolls for the D6 damage attacks that struck home saw the Crimson King emerge with four wounds still remaining.

"Well, at least the rest of my army isn't getting shot at!" - Matt

The Rubricae advance towards Objective 1 in their Chaos Rhino transports **(4)**.

Matt's psychic phase is underwhelming, with Njal Stormcaller countering two of his deadliest powers and Ahriman **(5)** suffering one mortal wound from Perils of the Warp! However, seven Fenrisian Wolves are slain and the survivors flee in the Morale phase, earning Matt one victory point for his Psychological Warfare tactical objective.

The Chaos Cultists **(6)** advance towards the building in the centre of the battlefield, but lose four of their number to Simon's Whirlwind and another three to a failed morale test.

Logan Grimnar and a pack of Thunderwolf Cavalry **(7)** prepare to race towards the Scarab Occult Terminators **(8)**, seeking to fight through them to reach their hated foe, Magnus the Red **(9)**. However, their attack falters before it even begins, with the lethal Gaze of Magnus slaying one of the mounted Wolf Guard, and another falling to the Forgefiend's hades autocannons. To make matters worse, Simon fails Logan Grimnar's charge roll, leaving the Thunderwolf Cavalry Pack Leader bereft of support. But against the odds, the Pack Leader slays a Terminator and bravely battles on.

Magnus the Red is subjected to a punishing bombardment of heavy weaponry in Simon's shooting phase, yet after Matt passes a succession of invulnerable saving throws, he refuses to fall. Even the Stormfang Gunship **(10)** with its potential to inflict a whopping 54 wounds only takes one wound from the seemingly unkillable Daemon Primarch.

At the end of his turn, Matt scores one victory point for his Area Denial tactical objective (no enemies with 6" of the centre of the battlefield.).

VICTORY POINTS
1-4

"Vengeance for Prospero! That, and I'm also using that stratagem!" - Matt

The two units of Rubricae **(1)** disembark from their transports before combining their fearsome firepower to wipe out the pack of Thunderwolf Cavalry before them.

Matt chases the speeding Stormwolf with his surviving Heldrake **(2)**, inflicting four wounds on it with his baleflamer and sending it crashing out of the sky. The Heldrake then descends to assail the Grey Hunters **(3)** defending Objective 2, though they fend it off long enough for Bjorn the Fell-handed to step in and claim his second Heldrake kill. Having completed his Defend Objective 2 tactical objective by controlling it for two turns, Simon earns two victory points.

Ahriman **(4)** suffers his second Perils of the Warp, leaving him with just one wound remaining. Simon seizes the opportunity by charging him with Wolf Lord Sigvald Deathgranter, but Matt passes all of his invulnerable saves (after using a Command Re-roll to pass his one failure). After Matt uses the Vengeance for Prospero stratagem on Ahriman, Simon is in turn forced to use a Command Re-roll to keep his Wolf Lord alive against Ahriman's Black Staff.

BATTLE ROUND TWO: FALLEN KINGS

Content to let the Space Wolves come to him, Matt chose to hold his ground for the most part. His Rubricae units disembarked, ready to pour fire into the Thunderwolf Cavalry, and the surviving Heldrake swept overhead to drive the Grey Hunters from their objective nearby. His most significant move was to fly Magnus the Red towards an isolated Logan Grimnar, lining up a royal duel between the Crimson King and the High King of Fenris! Matt focused much of his firepower on the Stormwolf, eventually succeeding in destroying it. Two Blood Claws were lost in the crash, but the survivors would be ready to charge in Simon's turn. Magnus charged Logan Grimnar and killed him outright, though not before Simon used his Emperor's Executioners and Honour the Chapter stratagems to inflict six wounds in return.

PSYCHIC MIGHT

Matt's psychic dominance made its presence felt this turn. Even though Njal once again prevented Murderfang from falling foul of Treason of Tzeentch, he was powerless to prevent Matt from casting Temporal Manipulation to heal seven of Magnus's wounds before increasing his invulnerable save to 3+ with Weaver of Fates. But the most crucial psychic blow that Matt struck was to nullify Logan Grimnar's invulnerable save with Death Hex, just in time for Magnus to charge...

With the loss of the Great Wolf, honour demanded that Simon seek immediate vengeance. With that in mind, he lined up every weapon he could muster and even moved Murderfang towards Magnus the Red in case he somehow survived the shooting phase. But in the end, it was Njal Stormcaller that claimed the kill, conjuring the wrath of Mother Fenris into a blast of Living Lightning so fierce that it smote the Crimson King and a Scarab Occult Terminator nearby! Despite Njal's heroics freeing up much of his army's firepower, Simon's shooting phase was largely thwarted by the invulnerable saves of the Thousand Sons. His only real successes came with the slaying of nine Chaos Cultists and the destruction of the Forgefiend. His combat phase brought much greater success however, resulting in the slaughter of another five of Matt's units.

VICTORY POINTS

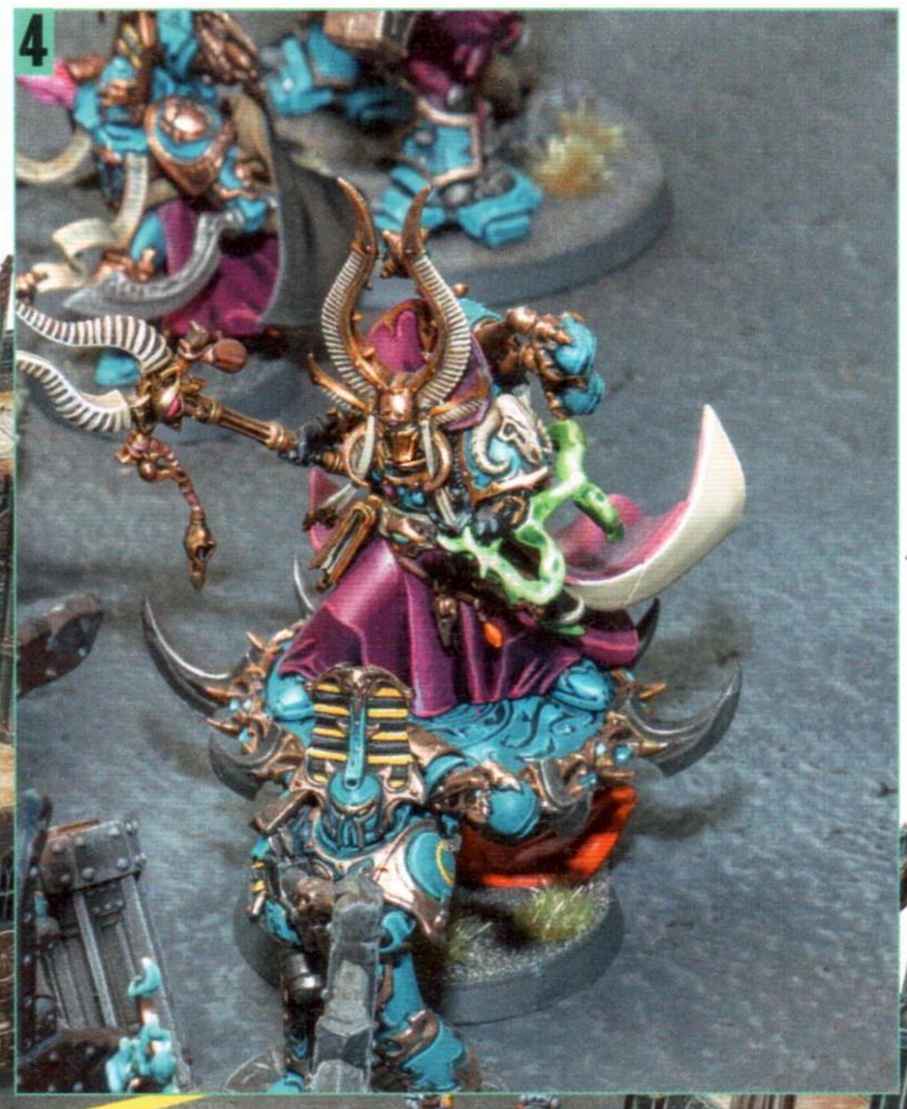
5-6

OBJECTIVE 3

OBJECTIVE 4

OBJECTIVE 6

7



The Wulfen charge both the Helbrute and Exalted Sorcerer **(5)**, shrugging off two of the three wounds inflicted by a direct lascannon hit from the Helbrute's overwatch fire in their murderous bloodlust. To ensure maximum carnage, Simon activates the Emperor's Executioners stratagem, resulting in the Wulfen tearing apart both targets in a brutal onslaught.

The two remaining Blood Claws charge the Chaos Cultists in the centre **(6)**. The Wulfen Dreadnought fails to charge the Exalted Sorcerer nearby, so Matt makes a heroic intervention to engage the Blood Claws. Three more Cultists are slain, though one Blood Claw falls in return. Having lost 12 models this turn, the surviving Cultists flee, leaving Simon to claim his Area Denial tactical objective for clearing the centre of the board of enemies.

The Stormfang Gunship **(7)** blasts the Forgefiend apart as it roars overhead.

Murderfang charges the Scarab Occult and Exalted Sorcerers, but Simon focuses on killing the Exalted Sorcerer to earn D3 victory points (or one as it turned out) by slaying three characters for his Assassinate objective.

WHAT SAGAS ARE MADE OF

Simon had made no secret of his intention to meet Magnus the Red in glorious personal combat with Logan Grimnar (in fact, the Saga of Majesty warlord trait both encourages and rewards it!). However, what he hadn't anticipated was Magnus stripping the Great Wolf of his invulnerable save before the battle was joined. Matt then used the Vengeance for Prospero stratagem to generate additional attacks, which resulted in Logan Grimnar suffering no less than 24 wounds!

BATTLE ROUND THREE: THE FANGS OF THE WOLF

Once again, Matt's movement phase saw little action as none of his active tactical objectives required him to move elsewhere. Having witnessed the devastating firepower of the Stormfang Gunship last turn, Matt moved his Chaos Land Raider to line up a clear shot. The gunship suffered five wounds from lascannon fire in spite of its supersonic speed hampering the Land Raider's aim. For the second turn running, Matt combined the firepower of his Rubricae units to annihilate one target – in this case the Wulfen, who were burned and blasted apart without mercy. Unwilling to give up on his Scarab Occult Sorcerer without a fight, Matt used Vengeance for Prospero to give him a chance of destroying Murderfang. But vengeance in this case would have to wait, as the Sorcerer was messily torn apart.

DWINDLING POWER?

The loss of three psykers in the previous battle round (including Magnus the Red, no less) had cost Matt dearly, though he still had plenty of powers to unleash in his psychic phase. It began badly when the Sorcerer in Terminator armour suffered three wounds from Perils of the Warp, though it improved soon after when Ahriman slew Sigvald Deathgranter with Smite. Njal Stormcaller countered Ahriman's Doombolt but could not prevent Prescience being cast on a Rubricae squad.

Simon's turn began with a welcome blessing from the Allfather in the form the King Slayer tactical objective, earning him D3 victory points for having slain the enemy warlord (and he picked up all three!). In his shooting phase, Simon needed to destroy the Chaos Rhino that Matt had cunningly positioned to block the advance of his Dreadnoughts. After some appalling rolls, Simon was forced to rely on his Stormfang Gunship to finish it off, but doing so prevented him from shooting its deadly arsenal at Ahriman, who was otherwise its closest target. However, the Rhino's destruction cleared a path for Bjorn to charge an Exalted Sorcerer and the Wulfen Dreadnought to engage the Rubricae with warpflamers. Against the odds, Bjorn only managed to wound his prey, though the Wulfen Dreadnought hewed through the Rubricae and routed the survivors.

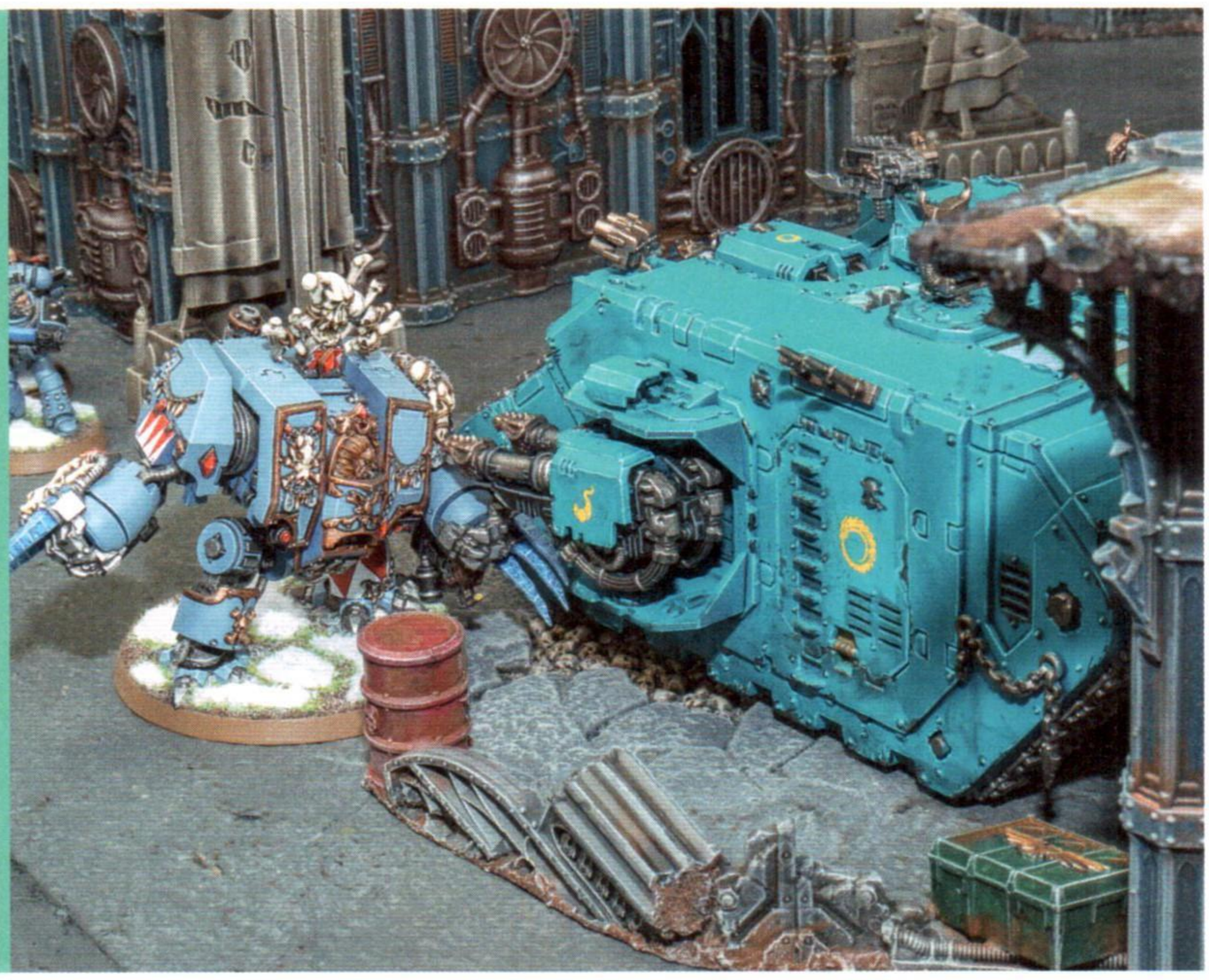
Having delivered its Rubricae cargo before being reduced to a single wound remaining by the krak missiles of the Long Fangs, the Chaos Rhino pulls back to a safer distance **(1)**.

Augmented by Ahriman's Prescience and his powerful aura of command, the two units of Rubricae unleash the full might of their warpflamers and infernal bolters on the Wulfen, leaving none of the feral creatures alive **(2)**. Matt also picks up a victory point for the Hold Objective 1 tactical objective.

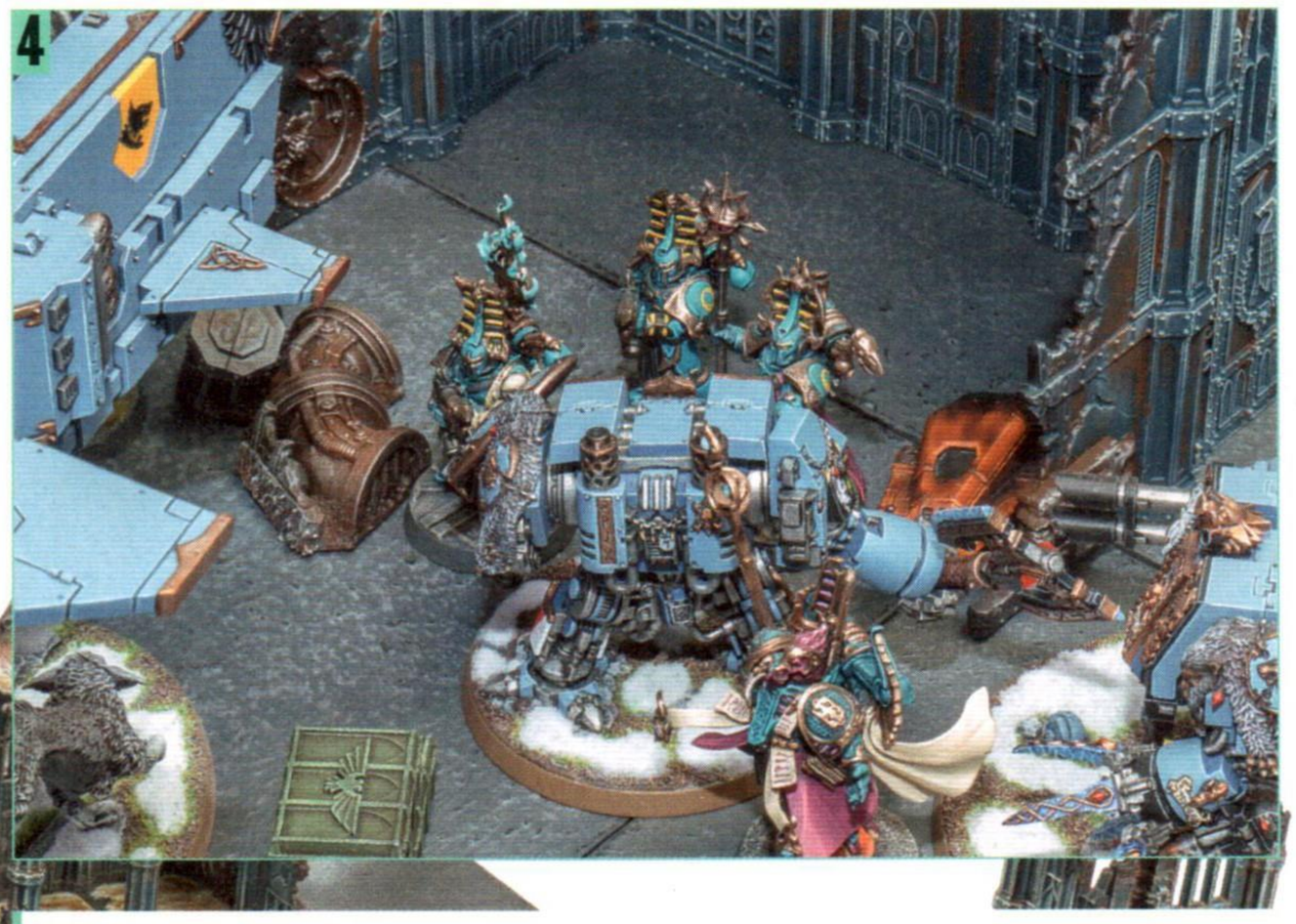
Simon's Predator **(3)** sets its sight on the Chaos Land Raider, its lascannon fire scoring a mighty 11 wounds on its target.

SELECTIVE ANNIHILATION

Having taken stock of the situation at the start of his turn, Simon was confident that if he could destroy a few crucial units, he would be able to heavily restrict – even cut off – Matt's supply line of victory points from tactical objectives. The most challenging of these targets was the Chaos Land Raider, but after a devastating salvo from his Predator caused 11 wounds, Simon was able to charge in and finish it off with Murderfang (though not before enduring a nail-biting Overwatch attack!).



After absorbing an inordinate amount of firepower, the Chaos Rhino is destroyed at last, clearing a path for Bjorn the Fell-handed and the Wulfen Dreadnought to charge through **(4)**. Bjorn charges an Exalted Sorcerer, though only manages to inflict three wounds on him. The Wulfen Dreadnought charges the Rubricae armed with warpflamers. Even though three of the Thousand Sons were slain earlier in the turn by the Whirlwind, the Dreadnought still suffers five wounds from their searing warpflame as it charges, but it scythes through four of their number with its Fenrisian great axe. The surviving Rubricae flee the onslaught.



The last surviving member of a Grey Hunters pack **(5)** advances towards Objective 4 – the number Simon rolled after drawing the Mission Critical Objective card for his tactical objectives. After considering whether to use the Lone Wolf stratagem on the Grey Hunter for being the last of his pack, (which, among other bonuses, would increase the model's Wounds characteristic by 2), he decides to save the command point, confident that he is in no danger.

"The way he's been going so far, I bet Ahriman's going to kill himself with Perils of the Warp now..." - Matt

Nearby, Murderfang charges the badly damaged Chaos Land Raider **(6)**. The tension mounts as Matt unleashes its deadly weaponry on overwatch, but none of the attacks hit home. In what has become something of a habit for the berserk Dreadnought over the course of the battle, Murderfang tears his target to pieces.

The large pack of Grey Hunters and the Sorcerer in Terminator armour continue their combat **(7)**, but neither seems able to land a telling blow.

At the end of his turn, Matt scores a victory point for the Advance tactical objective (earned by having no models within his deployment zone).

VICTORY POINTS

8-8

BATTLE REPORT

Running out of time, options and – worst of all – units, Matt decides to pull back with his forces to keep them out of charge range of Simon's units. His remaining Rubricae **(1)** withdraw to the edge of the battlefield, but remain just within 24" range to hammer the Stormfang Gunship with their infernal bolters.

Nearby, the last Chaos Rhino **(2)** continues to chance its luck, hiding as much of its hull as possible behind a ruined building. Against all odds, the plucky transport has somehow survived on a single wound despite being targeted by multiple krak missiles launched by the Long Fangs!

With no high-value targets remaining to engage with its fearsome weaponry, the Predator **(3)** turns its lascannons on the retreating Rubricae squad. Three of the Thousand Sons are incinerated in an instant by searing beams of energy.

Bjorn the Fell-handed **(4)** holds his position next to Objective 1, ensuring that the Space Wolves can claim the two victory points on offer for the Defend Objective 1 tactical objective (achieved by controlling the objective for two consecutive turns).

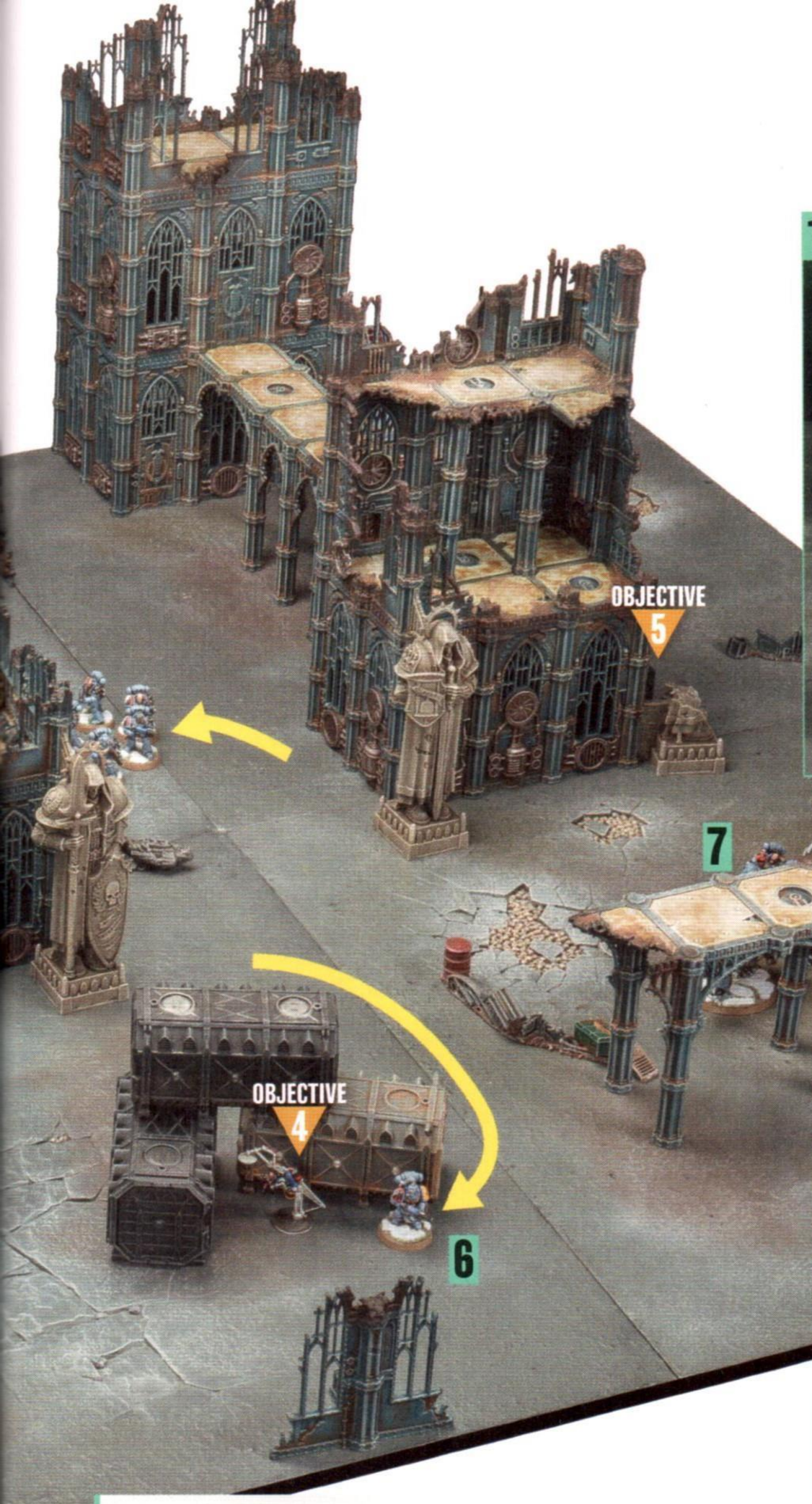
BATTLE ROUND FOUR: THE SCOURING

Matt's army suffered some horrific losses once the Space Wolves' deadliest melee specialists closed in for the kill. As things stood, he only had a few units left that he could fight back with, let alone achieve any tactical objectives. His first move was to withdraw his Exalted Sorcerer from certain death at the hands of Bjorn the Fell-handed, flying him to the first floor of the ruins nearby where the mighty Dreadnought couldn't follow. Ahriman did likewise, moving atop the central building, from where he cast Prescience on the Sorcerer in Terminator armour. The Aspiring Sorcerer cast the same spell on his squad of Rubricae, countering the penalty for targeting the nimble flyer. The squad opened up on the Stormfang Gunship with their infernal bolters and soulreaper cannon but they only succeeded in causing a single wound.

ONLY 4:1!

The loss of another two psykers in the previous battle round did little to hamper the power still at Matt's disposal. Njal did his best to shield the Long Fangs from Ahriman's psychic fury, denying Infernal Gaze, but three of the wizened Space Wolves were slain when his attempt to counter Doombolt failed. The last Exalted Sorcerer also met with success when casting Doombolt, using it to strip the last three wounds from the Wulfen Dreadnought raging below his lofty perch.

By this stage, the Space Wolves were in a position where they could tear the throat from their enemies. But before Simon got carried away with hunting down the surviving Thousand Sons, he advanced with his lone Grey Hunter to claim Objective 4 and complete his Mission Critical Objective. His other moves were all focused on eliminating the remaining threats. Njal once again proved his psychic might in the face of overwhelming odds, striking down the Exalted Sorcerer with Living Lightning, though Ahriman countered the High Rune Priest's attempts to Smite him. Ahriman's survival was but a brief respite, as the Stormfang Gunship obliterated him moments later. A total of six Rubricae succumbed to Simon's Predator, Whirlwind, Long Fangs and his gunship's helfrost destructor, leaving just three remaining after another fled.



The Stormfang Gunship **(5)** uses its Hover Jet ability to pull up next to the building that Ahriman has retreated to. Even the Arch-sorcerer of Tzeentch is no match for the destructive fury of the gunship's firepower, and he is atomised by a combined volley of lascannons and multi-meltas. Simon holds the Stormfang's helfrost destructor back to target the Rubricae with its dispersed beam. However, Matt's invulnerable saving throws rob the weapon of much of its impetus, and only a single Rubric Marine succumbs to the freezing energy beam.

The lone Grey Hunter advances to control Objective Marker 4 **(6)** and earn another victory point. A Mission Critical Objective is worth D3 victory points if you wrest control of it from the enemy, but is only worth a single point if was claimed while undefended.

The graceless and incomparably violent arrival of Murderfang finally spells an end to the ongoing combat between the Grey Hunters and the Sorcerer Lord in Terminator armour. **(7)** With neither side able to break the deadlock up to this point, the Dreadnought barges in to tear the Sorcerer limb from limb.

"I'd love to charge Ahriman with Njal for a heroic rooftop duel, but he's too far away. Lascannons it is, then!" - Simon

THE EYES OF THE WOLF

Or not. After their glorious deeds in Simon's opening shooting phase, the Long Fangs had consistently failed to deliver for the rest of the battle, in spite of their near perfect field of fire. They were one of the few units to inflict significant damage on Magnus the Red (taking six of his wounds by themselves) but had since failed to inflict a single wound on either Chaos Rhino in three rounds of shooting – and one wound was all they needed to finish off the last Rhino this turn!

VICTORY POINTS

11-8

BATTLE ROUND FIVE: THE GLORY OF THE ROUT

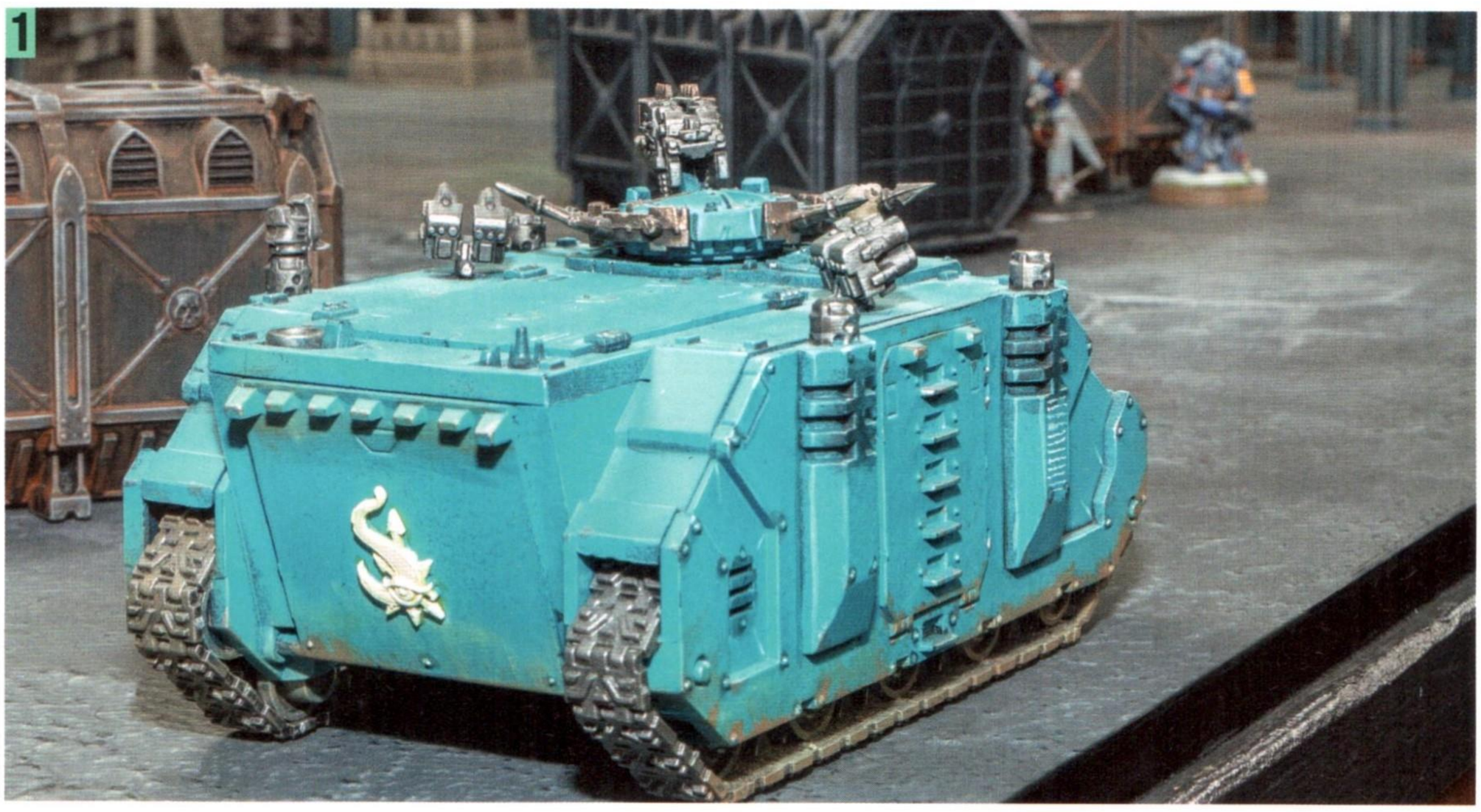
There was little that Matt could do at this stage in the battle, with no active tactical objectives that he could achieve this turn and only three Rubricae and a crippled Rhino left to command. However, he was determined to deliver one last bloody nose to the Space Wolves – it was a grudge match after all! An opportunity to do so was found then taken when Matt raced forward with his Chaos Rhino and gunned down the single Grey Hunter next to Objective 4! Matt's only other action this turn was to move his heavily depleted squad of Rubricae behind a building on the left flank in the hope of avoiding the total loss of his army.

Simon is not normally a ruthless commander on the battlefield. However, in this battle, he was fielding his beloved Space Wolves, and against their most hated enemies, the Thousand Sons, no less. And that poor Grey Hunter! Mercy was very much not an option…

Having made his decision to go for the throat, Simon moved Bjorn the Fell-handed towards the Chaos Rhino (making sure he was in charge range as he'd lost all confidence in his ability to take it out at a distance after many failed attempts to do so!). However, Bjorn the Fell-handed is a figure of legend across the Imperium for good reason – his aim was true and the Rhino was soon left a smouldering wreck. Due to Matt's cunning placement of his Rubricae, Simon's only chance to eliminate them lay with his Stormfang Gunship, which roared across the battlefield and opened fire. After yet another punishing salvo, the gunship's targets lay dead.

THE HUNTERS UNLEASHED

The ability that the Space Wolves receive for being Battle-forged played a significant role during this battle: you can add 1 to your hit rolls for Space Wolves units in a turn in which they charged, were charged or made a Heroic Intervention (which they can also do from up to 6" away!). This means that, for the most part, they will be hitting on a 2+ with all of their attacks, even if they are a character armed with a cumbersome weapon such as a thunder hammer.



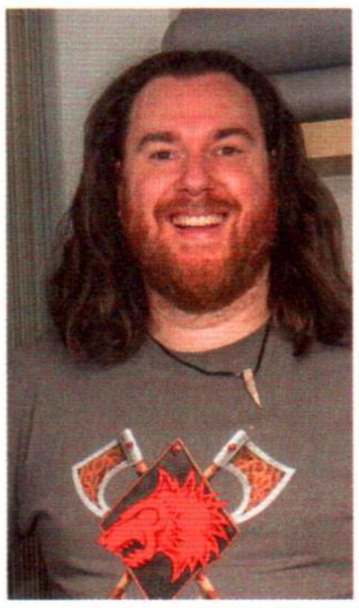
The Chaos Rhino moves within range and guns down the Grey Hunter at Objective 4 **(1)**.

Murderfang and the last of the large Grey Hunters pack advance to claim Objective 5 **(2)**, earning another victory point for the Hold Objective 5 tactical objective.

The destruction of an enemy unit enables Simon to earn a victory point for the Hunt With Cunning tactical objective (though it's worth D3 if the attacking unit was set up that turn). Finally, he picked up one last victory point for the Linebreaker secondary objective.

ANOTHER CHAPTER IN AN AGE-OLD RIVALRY

"What a comeback, I thought Matt had this after battle round two. Glory to the Sons of Russ!" – Simon



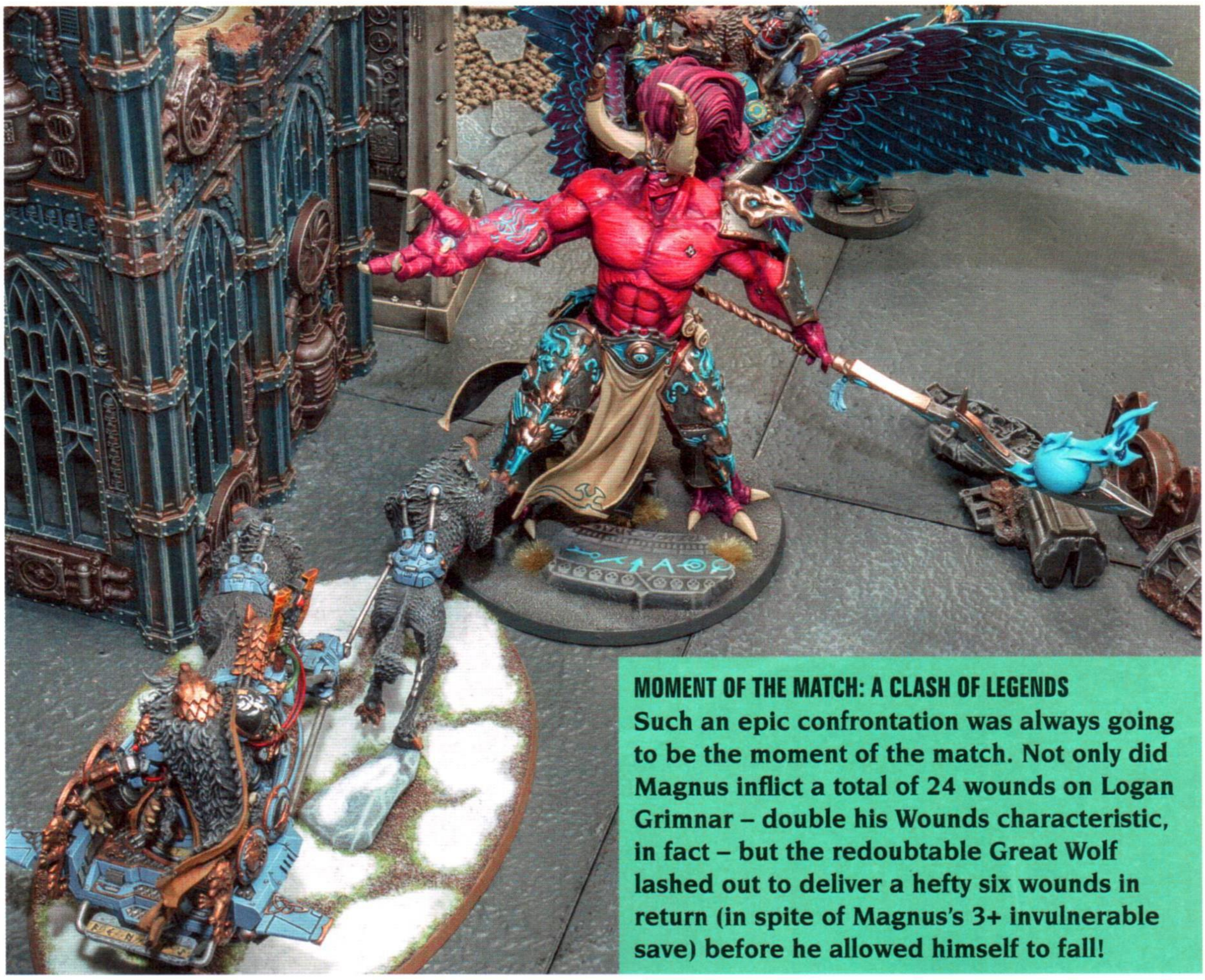
"I'm putting this defeat down to some strange plan of Tzeentch, not the merit of Space Wolves!" – Matt

Simon: Well, that turned out better than I expected! Things were looking pretty bleak early on. The psychic phase in Matt's second turn was especially brutal and led to Logan Grimnar's defeat later in the turn. But Njal Stormcaller did incredibly well, not only banishing Magnus the Red back to the warp but also being the only psyker to survive the battle! The turning point was when my melee units got stuck in with Matt's army. Destroying five units in a single combat phase is no mean feat. The Wulfen especially were devastating, even though they only made a brief appearance. The Hunters Unleashed ability (see left) combined with my Wolf Lord's aura meant that they hit on a 2+, re-rolling 1s, so I was able to make the most of their combined charge.

Matt: I raced ahead early on but after the first few turns, I began to run out of units that could achieve the tactical objectives, making it difficult to score more victory points. I may have been too aggressive with my Heldrakes, but I've always wanted to charge them into combat and finally got the opportunity. Magnus the Red did well, though he is a very obvious target. He suffered badly in the first turn when I was unable to protect him with Weaver of Fates but still stuck it out against Simon's ridiculous amount of guns. That enabled me to heal him up and kill Logan Grimnar, which was a great moment. Magnus may be brooding over his defeat on the Planet of the Sorcerers after his banishment, but as far as I'm concerned, Logan Grimnar is dead! **SG**

MODEL OF THE MATCH

Simon: It's a difficult choice between Bjorn, Njal and Murderfang for this one. Bjorn destroyed a number of Matt's units and Njal performed admirably against substantial odds in the psychic phases (even killing Magnus the Red!). However, they both had their brief slip-ups during the battle, while Murderfang was nigh unstoppable, killing everything within range. In fact, his kill tally stands at a Chaos Land Raider, an Exalted Sorcerer, a Sorcerer in Terminator armour and a Scarab Occult Sorcerer. Each turn he fought, he killed his target dead. Good job, Murderfang!



MOMENT OF THE MATCH: A CLASH OF LEGENDS

Such an epic confrontation was always going to be the moment of the match. Not only did Magnus inflict a total of 24 wounds on Logan Grimnar – double his Wounds characteristic, in fact – but the redoubtable Great Wolf lashed out to deliver a hefty six wounds in return (in spite of Magnus's 3+ invulnerable save) before he allowed himself to fall!

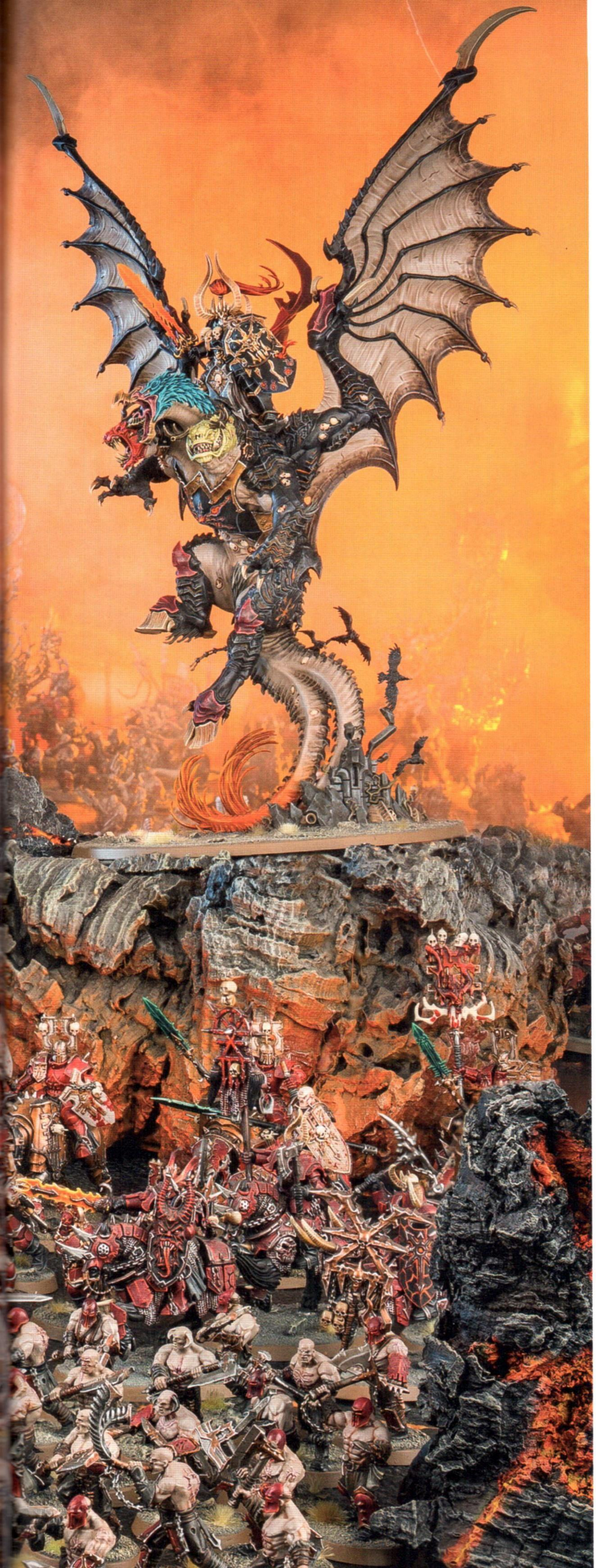
MODEL OF THE MATCH

Matt: As much as I enjoyed fielding Magnus for the first time, it has to be Ahriman. Even though he almost killed himself after suffering Perils of the Warp twice, he recovered well later in the battle. He even killed Simon's avatar, Wolf Lord Sigvald Deathgranter, which was more than a little satisfying! The odds were very much stacked against Ahriman in that fight, but he managed to win it anyway. And the less psykers I had available to me later in the game, the more I relied on him to deliver results, which he did right up until the very last moment.

THE ULTIMATE GUIDE TO...

THE REALMGATE WARS

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we ride the lightning back to where it all began in the Mortal Realms – the Realmgate Wars.



Legends say that the Realmgate Wars began with a storm. Roiling thunderheads tumbled across the skies like avalanches, blotting out the twinkling stars. Flashes of lightning cracked and flared in the firmament. Thunder that could shatter mountains split the air. The servants of Chaos looked to the skies, for this was not the work of their diabolical gods but something far more terrifying. For the first time in living memory, the hordes of Chaos knew fear.

Sigmar had returned.

For aeons, the God-King sat on his throne in high Azyr and watched the realms burn. Long had he fought against the Dark Gods and their minions, and for many years had he kept their twisted schemes at bay. But cracks had appeared in Sigmar's Grand Alliance of gods and eventually he had been betrayed. Defeat followed and the realms fell to Chaos. In desperation, Sigmar locked the Gates of Azyr, denying access to the Realm of Heavens.

"Down from the heavens they came on bolts of celestial lightning, columns of heavenly energy tearing into the bloodstained earth of the ravaged realms..."

And so did Sigmar plan his vengeance. For centuries he toiled, forging an army of immortal heroes with which he could liberate the realms. Wreathed in azure lightning and clad in gleaming sigmarite, the Stormcast Eternals were born.

Down from the heavens they came on bolts of celestial lightning, columns of heavenly energy tearing into the bloodstained earth of the ravaged realms. They struck near the long-sealed Gates of Azyr, for those barred portals could not be opened from one side alone – the reforged warriors of Sigmar would have to cast them open from without as well as within to allow Sigmar's armies to march forth once more.

And so it was that the first Stormcast Eternals – the Hammers of Sigmar – descended to the Brimstone Peninsula in the Realm of Fire to open the Gate of Azyr that stood there. As the corposant around them dissipated, they bore witness to devastation. Depravity. Debauchery. Chaos. Assailed by bloodthirsty hordes, they fought their way to the Realmgate and broke the seals that held it shut. Armies strode forth from the heavens as bolts of lightning quested out to the other realms. The Realmgate Wars had begun.

THE ULTIMATE GUIDE TO...

AQSHY, THE REALM OF FIRE

Aqshy is a land of brimstone and ash, where seas of lava lap the shores and raging firestorms ravage the land. The people of Aqshy are volatile and quick to anger and drew the attention of the Chaos God Khorne, Lord of Battle. During the Age of Chaos, he turned this fiery realm into a living hell. Aqshy was the first land to feel the wrath of Sigmar's Tempest and the footfalls of the Stormcast Eternals.

KHUL BESIEGED

Having secured the Gate of Azyr, the Hammers of Sigmar move on, battling across the Brimstone Peninsula to attack the Dreadhold of Korghos Khul – a bloodthirsty warlord of Khorne. Inside lies a corrupted Realmgate that links directly into Khorne's realms. Vandus Hammerhand's Warrior Chamber joins forces with the Goldenmanes to assault the fortress. Lord-Relictor Ionus Cryptborn casts down the Dreadhold's southern tower, paving the way to victory.

THE GATES OF WRATH

Calling on the power of his patron Khorne, Khul summons forth legions of the Blood God to join his cause. Fighting breaks out and the Stormcast Eternals find themselves locked in a grinding melee against numberless daemons, Chaos Warriors and cannibalistic killers.

Khul craves a trophy worthy of his god and vows to claim the head of a Lord-Celestant. Khul slays Jactos Goldmane in single combat, granting him permanent death with a strike of his reality-splitting axe. The same fate appears to await Vandus Hammerhand, but a lightning strike, called down from the heavens, claims the Lord-Celestant instead. When the dust and smoke from the blast clears, the Gate of Wrath has been destroyed, as has Khul's monstrous Red Pyramid of skulls.

THE FORTRESS OF EMBERS

Lord-Celestant Aurgos Trueforged of the Hammers of Sigmar is sent to destroy the Fortress of Embers on the Obsidia Isle. His warriors heavily outnumbered by the servants of Khorne, Aurgos prepares to fight to the death when a force of Seraphon descend from the sky to aid them. The Bloodbound are eventually defeated and the fortress destroyed. The Obsidia Isle sinks into the Molten Sea.

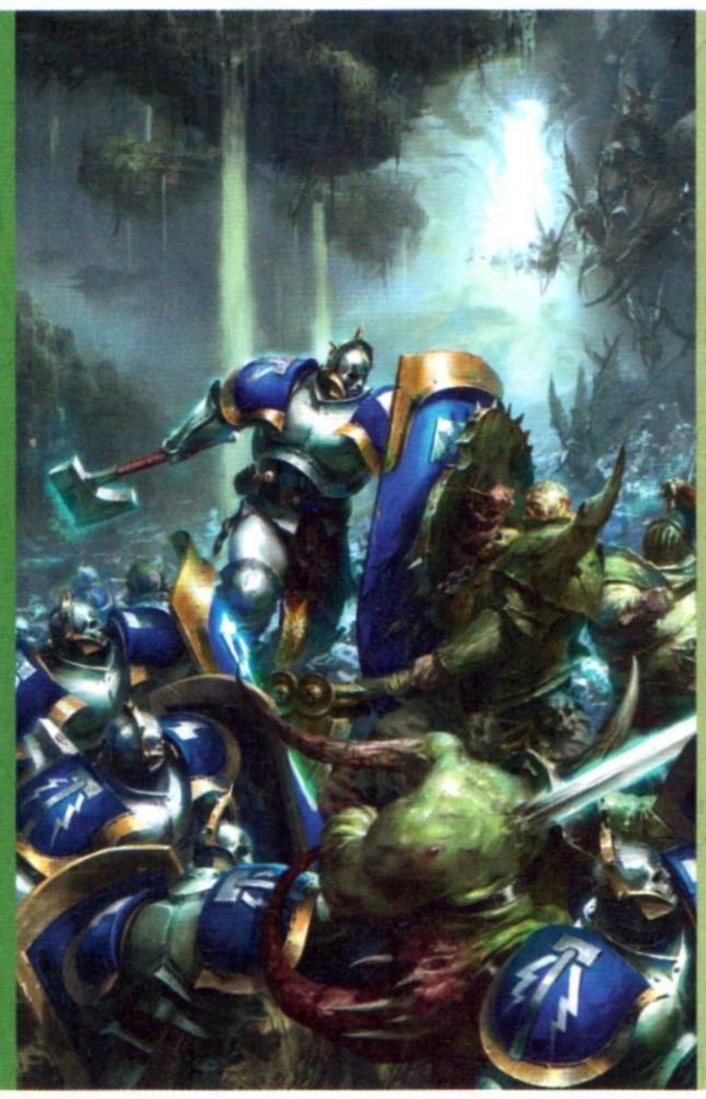
THE TEMPLE OF MAGMA

Agtor Bruul's Bloodbound warhorde descends on the Cynder Peaks, home of the Fyreslayers of Vostarg Lodge. Auric Runefather Bael-Grimnir and his Fyreslayers hold the Thousand Stairs that lead to Furios Peak for a week, lava and burning ash raining down from the sky around them.

The Bloodbound finally gain entrance to Furios Peak. Drawn towards the hold's forge-temple, they are then ambushed by Bael and his sons, who use their Magmadroths' fiery breath to melt Bruul's Juggernaut vanguard. Bael beheads Bruul and secures Furios Peak once more.

GHYRAN, THE REALM OF LIFE

The Realm of Life has ever been the home of Alarielle the Everqueen, a verdant land where the cycle of life is held sacred. Such joy and fecundity was much-desired by the Chaos God Nurgle, Lord of Plagues, for where there was life there was also decay and where there was hope, despair tasted all the sweeter. Ghyran was a garden ripe for defilement. Nurgle did not reckon on Alarielle's intervention.



THUNDER COMES TO GHYRAN

In the wake of the victory in Aqshy and the securing of the Gate of Azyr, the Stormcast Eternals bring hope to the Realm of Life for the first time in over five centuries. The Stormhost known as the Hallowed Knights are sent to destroy the Realmgates in Ghyran that have been corrupted by Nurgle. They are also tasked with finding the missing goddess Alarielle, the Everqueen.

THE GATES OF DAWN

The Hallowed Knights, most faithful of all the Stormhosts, march upon the Gates of Dawn, once a passageway directly from Ghyran to Azyr. They discover it has been warped and twisted and now opens into the Garden of Nurgle instead, in the Realm of Chaos. From its corrupted portal pours forth a tide of daemonic creatures.

The ensuing battle sees reinforcements dragged in on both sides as Skaven from Clan Pestilens are hurled into the fray, won over by an alliance between Nurgle and the Great Horned Rat. The Stormcasts' reserves arrive in the form of the Astral Templars Stormhost, who fight shoulder to shoulder with the Hallowed Knights. Victory seems impossible, though, as the titanic might of the Great Unclean One Bolathrax looms before the Realmgate.

THE FALL OF GARDUS

Lord-Celestant Gardus Steel Soul sacrifices himself to save his fellow warriors and win the day. With a hammer blow he brings the Gates of Dawn down upon himself and Bolathrax, trapping them both in the Garden of Nurgle. Mortified at his loss, the Hallowed Knights vow to fight on in his honour. Lord-Castellant Lorrus Grymn holds the morale of the Hallowed Knights together.

THE DIRGEHORN

Leaderless, the Hallowed Knights press on in their quest to find Alarielle, closing in on the horrific region known as Rotwater Blight where every waking moment is

CHAMON, THE REALM OF METAL

All glitters in Chamon, the Realm of Metal, for it is a place of science, industry and magic. A land in constant flux, Chamon drew the eye of Tzeentch, the Chaos God of Change, who plotted and schemed on how to conquer this shiny bauble of a realm and harness its power. Yet the Realm of Metal soon drew the attention of Sigmar, for among its ruins lay a treasure beyond value...

THE TEMPEST ROARS

Sigmar's Tempest roils across the skies of Chamon, driving potent veins of aether-gold before it. The Kharadron Overlords scramble to mine this bounty before the storm disrupts their plans entirely.

THE SEARCH FOR GRUNGNI

With the gates opened in Aqshy, the Bladestorm Warrior Chamber of the Celestial Vindicators is despatched alongside a number of other Stormhosts into Chamon. They are tasked with finding Sigmar's ancient ally, Grungni, and reclaiming the Silverway Realmgate in Anvrok. They are assailed by legions of Tzeentchian worshippers before they can search for the lost duardin god.

NOTHING BUT DUST

The agents of Sigmar seek the duardin across the Spiral Crux, hoping to reinforce ancient alliances. Though they fight their way to the peaks of many ancient duardin holds, they find nothing but corpses and the echoes of an empire long forsaken.

DEFENCE OF THE SILVERWAY

Lord-Castellant Eldroc of the Bladestorm holds the Silverway, despite being attacked from all sides by Chaos Warriors. The Silverway remains in the hands of the Bladestorm to this day.

THE ELDRITCH FORTRESS

Lord-Celestant Thostos Bladestorm leads an attack on the Eldritch Fortress – a stronghold of the Tzeentch sorcerer Ephryx. The desperate Ephryx uses every means at his disposal to survive, casting a spell that accidentally turns Thostos into a being of pure sigmarite, which only serves to make him more dangerous. The Stormcast Eternals are eventually vanquished by the sorcerer's magic, but in the instant of his death, Thostos spies a source of pure and radiant power at the heart of Ephryx's citadel...

THEY CAME FROM BELOW

Unbeknownst to Bael-Grimnir, another foe threatens Furios Peak. From below, the Skaven of Clan Rictus burrow up into the lower holds, defiling ancestral tombs and forge-temples. Bael sends his sons to deal with the vermin but his firstborn son – Baelsson – is captured by the ratmen. As Bael's duardin chase the Skaven back down their gnawhole, they encounter the Verminlord Warbringer Kratterklaw to whom Baelsson is to be sacrificed. The Skaven, laden with plunder and captives, flee rather than face the Fyreslayers, sealing the gnawhole behind them.

A BOND MADE OF GOLD

No sooner do the Skaven disappear than a host of Stormcast Eternals led by Lord-Celestant Sargassus materialise before the Fyreslayers. Sargassus explains that his mission is to get inside Bloodkeep – a mighty Chaos stronghold – and offers gold to the Fyreslayers if they can help him do so. Bael-Grimnir accepts.

TO SEVER THE BRASS CHAIN

Having travelled across the Zhulgar Mountains, the Heavenhost and the Fyreslayers secretly enter Bloodkeep through magma-cut tunnels. Sargassus explains that his mission is to find and sever the Brass Chain – a magical artefact that binds the Bloodthirster Skarbrand – and return it to Sigmar. Advancing on the Brassheart where the Bloodthirster is held, Sargassus smashes open the Conqueror's Gate, releasing a magical Chaos sigil that drifts away into the aether. Though the warriors of the Heavenhost fail to retrieve the Brass Chain, Skarbrand's subsequent rampage through Bloodkeep causes significant destruction to Khorne's armies in Aqshy.

THE FIRESTORM CRUSADE

The reforged Hammerhands (without their leader Vandus) return to Aqshy to fight alongside the Royal Victrians, a Stormhost of the Tempest Lords. They seek to cleanse the Ashlands of the Bloodbound hordes, but their mere presence has the opposite effect, drawing more of Khorne's forces to the fiery lands. Ionus Cryptborn comes face to face with the warrior queen Valkia the Bloody, though neither has the strength of arms to defeat the other.

made a living nightmare by the blaring of the foul Dirgehorn. A band of Dryads lead the ailing Stormcasts to a source of pure water, which revives them just in time to fight off Nurgle's minions. Lorrus Grymn fights the Nurgle Champion Gutrot Spume, but is badly wounded in the process. The Hallowed Knights silence the Dirgehorn.

PLAGUE AND PESTILENS

The Great Horned Rat and the Father of Plagues are united in purpose as they flood the Realm of Life with their armies. Clan Pestilens Plague Monks, such as the rancid followers of the Red Boil, swarm the land, fighting Sylvaneth survivors and Stormcast Eternals wherever they are found. The schemes of the Verminlord Corruptor Vermalanx are behind the Skaven's every action.

THE SYLVANETH AWAKEN

With Alarielle still absent and her domain in disarray, the hosts of the woods rally to the fight under the leadership of the Lady of Vines. A powerful Dryad who unites thousands of her kind to the cause, the Lady of Vines quickly earns Nurgle's enmity. Her Sylvaneth armies strike back at Nurgle's occupying armies and, alongside the Hallowed Knights, carve a path across the realm. Nurgle's servants plot the Lady's downfall.

A DEADLY AMBUSH

An army of Nurgle Rotbringers ambush the Lady of Vines, overpowering her bodyguard. All seems lost until a grime-streaked figure bursts into the fray. Gardus the Steel Soul, thought lost at the Gates of Dawn, returns to the Mortal Realms having fought his way through Nurgle's Garden. Single-handedly, he saves the Lady of Vines from her attackers. For the first time a true alliance between Stormcast Eternals and the Sylvaneth seems possible.

LEADERLESS NO MORE

Gardus is reunited with his warriors and together they continue their search for Alarielle. They march on Rotwater Blight where the Great Unclean One Pupa Grotesse sits astride the River Vitalis, fouling it with his presence. A vast pitched battle sees the Hallowed Knights drive the daemons away, restoring the shimmering Vitalis to its former glory and revealing the underwater-way to Alarielle's Hidden Vale – Athelwyrd. Their goal in sight, the Stormcasts plunge into the crystal depths to find her.

WAR IN THE HIDDEN VALE

Unbeknownst to the Stormcast Eternals, they are followed into the Hidden Vale by Torglug the Despised and his army of Rotbringers. The Hallowed Knights are utterly outnumbered by the Plague God's forces and are almost set upon by the furious Sylvaneth when Alarielle appears in the forest above them. She urges the two forces to fight together or die apart, but even the words of a goddess are not enough.

Daemons of Nurgle, Rotbringers and the Skaven of Clan Pestilens overwhelm the Sylvaneth and Stormcasts. Gardus is slain by his arch-enemy Bolathrax, while his most trusted lieutenant – Tegrus of the Sainted Eye – is turned into a mewling spawn. The Sylvaneth and Stormcasts retreat from the Hidden Vale as Nurgle's children defile it.

HAMMER BLOW

In his first encounter with the Stormcast Eternals, Archaon faces the Hammers of Sigmar in Golgeth – a land that draws magic to it like a lodestone. Sigmar's finest are hewn apart by Archaon's sword – the Slayer of Kings – on the slopes of Mount Kronus.

THE QUEST FOR GHAL MARAZ

Reforged in Sigmaron, Vandus and Thostos are summoned to Sigmar's throne. There, Thostos tells of the power spied in Anvrok. Sigmar knows this is his lost hammer, Ghal Maraz. The God-King orders them to return to Chamon and reclaim it.

THE SHATTERED CITY

12 Stormhosts march into the Realm of Metal through the Realmgates secured by the Celestial Vindicators. The army advances on the Shattered City of Elixia, intent on the destruction of the Eldritch Fortress. They are assailed by the forces of Chaos and the ghosts of that ancient city. Despite many losses, Ionus Cryptborn forges an uneasy alliance with the banshee known as the Silver Maiden. Aided by her spectral legions, Thostos slays the Chaos Lord Maerac and the Stormcasts advance on the walls of the Eldritch Fortress only to find it has vanished.

THE ARGENT FALLS

As Sigmar's ally Dracothion duels the Silver Wyrm Argentine in the depths of the void, the Stormcast Eternals scale the vast Argentine Falls to reach the new location of the Eldritch Fortress. As the Stormcasts use magically imbued blades hurled by the Silver Maiden as hand holds, zodiacal monsters from the Age of Myth rage in the void around them. Many Stormcasts are pulled to their doom by the daemonic minions of Tzeentch, but many more ascend to the Great Crucible where their target awaits.

ACROSS THE SILVER SEA

The Stormhosts battle across the Silver Sea that fills the Great Crucible, fighting a war of attrition across the bridges that span its sorcerous depths. The hordes of Chaos sally forth under the leadership of King Throng of Anvrok, though he himself is little more than a pawn of Tzeentch.

THE FINAL ASCENT

The dwindling Stormcast Eternals armies fight their way into the Eldritch Fortress, where the true master of the Tzeentchian plot is revealed – the Greater Daemon Kairos Fateweaver. Kairos plans a ritual to whisk Ghal Maraz into the Realm of Chaos and beyond

THE ULTIMATE GUIDE TO...

PLAGUE AND FIRE

Archaon, Everchosen Lord of Chaos, sees an opportunity to harness the power of the godbeast Ignax, a Solar Drake who lies bound within the Realm of Fire. He sends Bloab Rotspawned, sorcerer of Nurgle, to the Ashlands to bring about a plague that will ravage the people and the land, leaving it open for an invasion. The Maggotkin join the war raging between the Bloodbound and the Stormcast Eternals, attacking both armies, spreading contagion wherever they walk. Ignax weakens due to Bloab's plagues.

DESCENT OF ANGELS

Bloab's machinations are foiled by the arrival of the Hallowed Knights, among them the Celestant-Prime and the reborn Knight-Venator Tornus the Redeemed. A cindercloud pyroclasm engulfs the battlefields of Asphyxia, preserving many warriors as a tableaux of volcanic ash for all time.

SKARBRAND UNLEASHED

Retreating from the Stormcast Eternals, Bloab is confronted by the newly arrived forces of Korghos Khul, who has also been sent to the Ashlands by Archaon to aid in the capture of Ignax. Khul unleashes Skarbrand on the warring armies and Bloab flees. The already war-weary Stormcasts are left to deal with the rampaging Bloodthirster.

ORB INFERNIA

Korghos Khul journeys to Orb Infernia, a once-world that hangs above the Ashlands. Khul defeats the four warring Daemon Princes that rule over the Orb's continents and claims their armies for his own. He then sets about eradicating the Seraphon forces of Slann Lord Xen'phantica, who has kept the Daemon Princes battling each other for centuries. Meanwhile, the war for the Ashlands continues far below. Skarbrand's rampage continues unabated.

THE UNREACHABLE MOUNTAIN

In a desperate attempt to rid the Ashlands of Nurgle's plagues and Skarbrand's blood lust, Ionus Cryptborn lures the exiled Bloodthirster to the Unreachable Mountain and the Crystal Henge at its summit.

Ionus orders his surviving Retributors to strike the summit with their lightning hammers as Skarbrand attacks, causing an avalanche that buries most of the

DESPERATE FLIGHT

Alarielle's shriek of anguish is heard across the Jade Kingdoms of Ghyran as Athelwyrd is corrupted. Led by the Lady of Vines, the Hallowed Knights and the Sylvaneth flee along the Cascading Path, a magical spirit path that can lead them to safety. Yet Torglug also knows of the Cascading Path and hounds their flight. As they exit the Cascading Path, Alarielle collapses and becomes a chrysalis of green energy. The Lady of Vines scoops up the slumbering goddess and the flight continues. The snow of a Ghyran winter begins to fall.

ON THIN ICE

The Lady of Vines leads the exodus to the Sea of Serpents. A wandering Jotunberg – a living winter – causes the sea to freeze over and the Sylvaneth make their escape across it. Back in command of the Hallowed Knights, Lorrus Grymn orders the Stormcasts to follow the Sylvaneth. A series of desperate battles ensue as they flee across the ice floes.

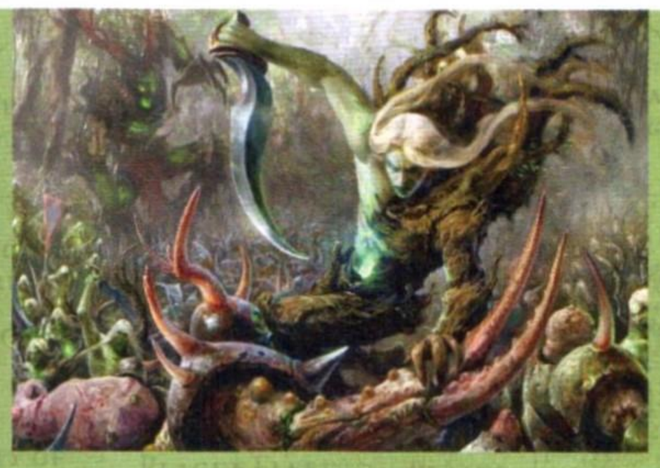
SALVATION

Lorrus Grymn battles Torglug the Despised but is easily defeated by the Lord of Plagues. Before Torglug can land the killing blow, however, reinforcements arrive in the shape of the Knights Excelsior, a new Stormhost delivered from the heavens.

INTERVENTIONS

The Chaos God Khorne sees his brother Nurgle's servants closing on the Everqueen's guardians and would rather see Alarielle destroyed than captured by his rival. He hurls a daemon legion into existence before the fleeing Sylvaneth, only to find them intercepted in turn by an army of Seraphon conjured to life by Slann Lord Xen'phantica.

The daemons and celestial beings obliterate each other until only the Slann and the mighty Skarbrand remain. The exiled Bloodthirster is defeated, not by feat of arms but by magic, and is sent hurtling back to the Realm of Chaos. Xen'phantica continues to watch over the Sylvaneth as they march onwards.



BLACKSTONE SUMMIT

Desperate to see Alarielle reborn, the Lady of Vines leads her charges to Blackstone Summit where she hopes to plant the Everqueen. Yet her much depleted force is finally run to ground by Torglug's Rotbringers and forced to fight.

THE HAMMER OF SIGMAR

The Celestant-Prime – chosen champion of Sigmar – descends from the heavens for the first time to join the battle against the forces of Nurgle. Raining meteors and comets down upon Torglug's army, the Celestant-Prime protects the Lady of Vines and Alarielle's glowing soulpod as a trio of Great Unclean Ones try to steal it away to Nurgle's Garden for a more sinister replanting.

Sigmar's reach forever. The Stormcast Eternals' losses continue to mount as they fight through daemon, Beastman and Chaos Warrior alike.

RAGE UNLEASHED

The Stormcasts' assault stands on the brink of defeat. Vandus and Thostos prepare to sell their lives dearly but salvation comes from the strangest source. Arriving through an unknown Realmgate, Korghos Khul and his Goretide explode into the fray. Such is his hatred of Vandus that Khul permits no other to slay the Lord-Celestant. He hacks down all in his path to prove his point. The battle becomes even more chaotic as lightning splits the skies.

THE QUEST ENDS

Khul's wrath is so strong that none dare attack Vandus before him. Because of this, Vandus and Thostos alone are able to fight their way through to the resting place of Ghal Maraz, where the plots of Kairos Fateweaver are undone.

Seizing the hammer, Vandus smashes the daemon oracle to oblivion moments before a streaking twin-tailed comet crashes into the battlefield directly onto him. Ghal Maraz is returned to Sigmaron and is used to open the Chamber Extremis, unleashing the power of the Celestant-Prime – the first and greatest of all of Sigmar's warriors.

THE SPINED SPHERE GOLGETH

When Lord Sargassus shattered the Conqueror's Gate of Bloodkeep in Aqshy, little did he know that he had released the last magical ward needed to free the Lord of Change Kiathanus the Truthsayer from his prison on Mount Kronus. Knowing that Archaon will seek Kiathanus as an ally, Sigmar sends the Hammerhands to Golgeth to destroy Kiathanus when he is freed.

The Well of Time at the foot of Mount Kronus warps time so drastically that scaling the mountain seems to take the Stormcasts years, much to the entertainment of the Watcher King – the Gaunt Summoner that watches over Kiathanus's prison and seeks to claim the Truthsayer's power for himself.

THE TRUTHSAYER FREED

Kiathanus's magical bonds are broken, but he is bound to Archaon's will before he can escape his prison. The Hammerhands reach the peak of Mount Kronus to find Archaon and his Varanguard waiting for them, while hordes of Chaos Warriors and daemons swarm up at them from below.

DEATH OF HEROES

Vandus comes face to face with Archaon and the two duel at the top of Mount Kronus. Vandus is knocked from his Dracoth

Stormcasts alive and pitches Skarbrand into the Crystal Henge. His fury at being tricked is so powerful it shatters the henge, which explodes and impales the Bloodthirster, banishing him. The resulting wave of energy scours the land of Nurgle's plague.

SIEGE OF THE CRESCENT ISLE

Khul's Gorechosen host returns to the Ashlands and moves to capture Ignax, who is bound to the Land of the Chained Sun. They are joined by Archaon's Varanguard and between them they slaughter the Fyreslayers of the Austarg Lodge that guard Ignax.

THE BINDING

In a last act of defiance, the lodge's Runefather orders his sons to climb up onto Ignax and hammer a Rune of Binding into her flesh, even as Archaon plunges the Slayer of Kings into her head, corrupting her. Writhing in pain, Ignax tears herself from her chains and joins Archaon, who fails to notice the rune left by the Fyreslayers…

THE ALL-GATES WAR BEGINS

After a lengthy and painful reforging, Vandus Hammerhand returns to the Realm of Fire to capture the Brimfire Gate from the forces of Chaos. If it can be captured and sealed, it will prevent the armies of Chaos travelling through Aqshy to the Allpoints.

The Brimfire Gate lies behind a series of eight increasingly large

GHUR, THE REALM OF BEASTS

Might is right on the brutal plains of Ghur, where tribes of orruks rule. As Sigmar's Tempest tears across the realms, the many beasts of Ghur prepare themselves for the Great Waaagh!

BIG WAAAGH!

As the Age of Sigmar dawns, an Ironjawz Megaboss known as Gordrakk declares himself the Fist of Gork and herald of the next Great Waaagh! He unites many of the orruk and ogor tribes of Ghur, ready to rampage across the Mortal Realms.

A LESSON LEARNED

Stormcast Eternals are sent to Ghur to form an alliance with Gordrakk against Chaos. The orruks battle them at Mourn's Drift, the Weeping Maw, the Worldbone Peaks and the Pigsnout Gate. The Stormcasts decide to leave the orruks to their own devices for now.

THUNDERSTRUCK

Lord-Celestant Imperius of the Hammers Draconis is sent to the Clawspine Expanse on a crucial mission for Sigmar. His Stardrake riders are brought crashing to earth by greenskin magic and ambushed by the Bonesplitterz tribe of Savage Big Boss Zogruk.

FANGATHRAK

The burrowing world-worm known as Fangathrak is sighted in Deffgorge. Within its cavernous mouth sits the Mawgate, the All-gate of Ghur that leads to the Allpoints. Orruks, Stormcast Eternals and Khorne's Bloodbound hosts race to Deffgorge.

REBIRTH

Torglug intercepts the Lady of Vines and throttles the life out of her. As he reaches for Alarielle's soulpod, the Celestant-Prime – driven to rage – smites Torglug with Ghal Maraz, the impact so devastating it drives what remains of Torglug's once-noble soul from his body.

Curiously, the Lord of Plague's freed soul is surrounded by a nimbus of blue energy and rushed heavenwards to be reborn as Tornus the Redeemed, a Knight-Venator of the Hallowed Knights. This is the first time the soul of a Chaos warrior is reborn as a Stormcast Eternal. It will hopefully not be the last.

THE SCABROUS SPRAWL

The Celestial Vindicators and Knights Excelsior arrive in the Scabrous Sprawl – once the Harmonis Veldt – and find it infested with Skaven. The Stormhosts march upon sites of geomantic power where the arcane machineries of the Clans Skryre work to strip the land of its resources. The Stormcasts expect their crusade to last several months. It lasts many years.

GODLY VISIONS

The Warlock Engineer Warpskreech is sent a vision by Archaon – he must corrupt all the geomantic nodes of the Scabrous Sprawl in order to awaken the godbeast Behemat – the World Titan, the Star Gargant.

HARSH AWAKENING

Behemat writhes in pain as the Skaven and the Stormcast Eternals battle above his resting place beneath the Sprawl. Gargants – the sons of Behemat – get drunk on strong ale and attack both sides. The Maggoth Lord Bloab Rotspawned is sent to corrupt the last geomantic nodes with his Plague of Atrophy.

THE GREAT GREEN TORC

Above the Scabrous Sprawl hangs the Great Green Torc, once a physical representation of the cycle of life, now hideously corrupted by the taint of Nurgle. Upon Behemat's awakening, Archaon plans to place

the Torc around his neck, thereby binding the World Titan to his will. Anvils of the Heldenhammer and the Hallowed Knights, once again led by Gardus Steel Soul are sent to recapture the Torc but are attacked by both plague-ridden Beastmen and Spiderfang Grots.

THE TOR UMBILICUS

Two further Warrior Chambers are sent to join the battle around the Sweatswamp – the Gleaming Host of the Hallowed Knights and the Noble Donatans of the Tempest Lords. They battle King Brood and his Gargant tribes as they make their way to the Tor Umbilicus – the living cord that tethers the Great Green Torc to the Scabrous Sprawl. The Umbilicus is destroyed and the Torc crashes to earth.

SLAUGHTER AT TOR CRANIA

Behemat begins to rise from the ground as armies of Order and Chaos war across the Sprawl. Seeing the battle swing in the favour of the Dark Gods, Dracothion summons the Extremis Chambers to join the fight. Massed numbers of Dracoths and Stardarkes join the battle.

Lord-Celestant Pharakis calls upon every Lord-Relictor, Knight-Vexillor and Dracoth rider to

Calanax by the daemon-steed Dorghar and then ripped asunder by the Slayer of Kings. The Hammerhands are wiped out to a man.

THE IRONHOLDS

Sigmar sends Thostos Bladestorm and his Warrior Chamber back to Chamon to claim the Realmgate known as the Mercurial Gate. If the gate can be taken it will stop the influx of Chaos armies from the Allpoints into the Realm of Metal.

The Realmgate is guarded by the Ironholds, a seemingly impregnable fortress held by the servants of Tzeentch. Unable to find the duardin god Grungni to help him in his endeavours and create new engines of war, Sigmar calls on the Fyreslayer lodges once more to aid his Stormhosts. The Greyfyrd Lodge answer his call and propose tunnelling up beneath the impervious walls of the Ironholds.

FIRE FROM BELOW

The Fyreslayers and Stormcast Eternals tunnel up under the fortress walls and emerge on one of the bastion islands in the middle of the silver sea that surrounds the Ironholds Citadel. The sorcerer Trispherix casts a spell to awaken Argentine, the Silver

SHYISH, THE REALM OF DEATH

Shyish is the Realm of Ending and the domain of Nagash, Lord of the Undead. Shyish never truly fell during the Age of Chaos, for while Nagash exists, the Underworlds endure.

RESURRECTION

Having plotted and schemed for aeons, the Great Necromancer Nagash feels Sigmar's Storm rage across the Mortal Realms. To reclaim Shyish, though, he must first find his wayward Mortarchs, as neither Neferata or Mannfred can be found.

THE RIVER OF SOULS

Dakkbad Grotkicker is the first orruk Megaboss to enter Shyish in an age. He unleashes his brutal fury on Aylessa – one of Neferata's chosen – just as Neferata calls upon her servant for aid. Aylessa's armies see off the rampaging Ironjawz.

AN UNLIKELY ALLY

Cast into the Vale of Sorrow upon thunder and lightning, Stormcast Eternals of the Hallowed Knights led by Lord-Celestant Tarsus Bull-Heart seek the Starless Gates and an audience with the fabled lord of the Undead – Nagash. When they are assailed by an

fortresses protected by hordes of Gorechosen and daemons of Khorne. The Hammers of Sigmar lead the assault on the first fortress – the Pyrevault Redoubt. Further Warrior Chambers arrive in and around the eight fortresses on arcs of coruscating lightning hurled from the heavens.

BRIMFIRE GATE

The Stormhosts claim seven of the fortresses guarding the Brimfire Gate. Nine Extremis Chambers and several Fyreslayer lodges attack the final fortress – the Great Skullhold. Chaos reinforcements continue to arrive through the Brimfire Gate.

The Solar Drake Ignax joins the battle, incinerating all before her. Runefather Borr-Grimnir, however, notices the Rune of Binding on Ignax's scales and binds her to his will. With the godbeast on their side, the forces of Order make one final assault on the Great Skullhold.

THE BATTLE FOR HELL BREACH

A stalemate grinds on in the Hell Breach for many days until Lord-Celestant Imperius and his Extremis Chamber – the Hammers Draconis – join the fight. They push the back the Gorechosen but Imperius is slain by Skarbrand in the process. Skarbrand is banished in turn by Vandus. His warriors claim the breach.

THE GATE CLOSED

The Stormcasts seal the Brimfire Gate. Khorne's rage at this defeat can be felt throughout the realms, though his armies still dominate much of the Realm of Fire.

THE CRAWLERFORTS

Six Chaos fortresses built on the back of giant crab-like beasts hold Fangathrak's maw open so that Chaos forces can enter Ghur. While the orruks bicker over who will fight the world-worm first, reinforcements pour through the All-Gate from the Allpoints. The Chaos Lords that rule over the forts decide to attack the Ironjaws before they stop their petty squabbling.

KUNNIN' AND BRUTAL

Megaboss Dakkbad of the Ironsunz baits the Bloodbound Lord Hakadron into the darkest depths of the Deffgorge. Hungry Gargants begin to devour the warriors of Khorne but are interrupted by the arrival of the Tempest Lords.

THE GREEN GOD

Three-way battles spiral out of control across the Deffgorge. The Stormcasts attack the Brass and Blood Crawlerforts, while the orruks attack the Flayed Crawlerfort. They almost conquer it when an almighty Waaagh! splits the heavens. Believing their twin-headed god Gorkamorka has summoned them, the orruks race off across the desert to find him.

GREEN THUNDER

The orruks are drawn towards Gordrakk's Waaagh! The Megaboss unites the clans and storms towards the Mawgate. The Stormcast Eternals trying to claim the All-Gate are swept aside, as are the myriad forces of Chaos and their Crawlerforts.

THE MISSING GATE

Its chains broken, Fangathrak burrows beneath the ground, denying access to the Allpoints for both the forces of Chaos and Order. Gordrakk doesn't celebrate his victory – instead he looks for another battle to fight.

summon the power of the storm, using their combined celestial power to drive thousands of lightning bolts into Behemat's rising head.

Though the Great Bolts, summoned from Azyr, cause Behemat great pain, they do not slay the godbeast. It falls to the Celestant-Prime to finally slay the World Titan with Ghal Maraz. A thousand leagues of land are devastated by the Star Gargant's death throes.

SONG OF WAR

Life returns to Ghyran as Alarielle is reborn. She gathers Sylvaneth to her from across the realm and summons Sigmar's Stormhosts to join her. The Celestant-Prime explains Sigmar's plan to retake the All-Gates.

BATTLE FOR THE GENESIS GATE

The Dripping Fortress of Nurgle floats above the Genesis Gate – a waterfall gate that leads to the Allpoints. It is defended by the vast Rotbringer armies of the Glottkin and legions of daemons beyond count.

Seeing the corruption of the All-Gate, Alarielle takes on her war form and leads the charge against the Glottkin. Though the favoured sons of Nurgle have become bloated with power, they are finally banished by the Everqueen. Within moments, life begins to return to the Landshoal around the Genesis Gate. With supreme effort, Alarielle closes and locks the All-gate. The reconquest of the Realm of Life can now begin.

HYSH AND ULGU, THE REALMS OF LIGHT AND SHADOW

Few who enter the Mirror Realms of Hysh and Ulgu ever return, be they good or evil. Sigmar eyes these lands warily, for ancient aelven gods reside there.

THE FORGING OF CELESTRIUM

The stronghold of Celestrium is built in the Realm of Light by the Stormcast Eternals. It comes under attack by Gordrakk's Waaagh! when the Growling Gate in Ghur is realigned to Hysh. The fortress sees off the orruks, but an entire Warrior Chamber is annihilated in the process.

SHADOW HUNT

Envoys from Azyr are sent to Ulgu in search of Malerion and Morathi. The aelven gods use their shadow magic to keep their lands hidden from the God-King. When it finally suits her, Morathi's Daughters of Khaine finally join forces with the Stormcasts at the Battle of Dolmen Heights.

THE ALL-GATES

Sigmar's armies are sent to Hysh and Ulgu to secure their All-Gates but no word returns of their success or defeat...

Wyrm of Anvrok, who slumbers beneath the silver waves. The godbeast unleashes a torrent of molten metal on the Fyreslayers, melting many of the hardy folk alive. The last surviving Stormcasts and Fyreslayers make a last desperate run for the Mercurial Gate.

THE BATTLE OF GODBEASTS

The Great Drake Dracothion intervenes and battles Argentine high above the Mercurial Gate. The Greyfyrd and Bladestorm race for the Realmgate, assailed on all sides by dark magic, dire prophecies and whispered promises. As they approach the gate it blazes with light and Archaon, Everchosen of Chaos emerges surrounded by his Varanguard.

A FINAL DEATH

The Stormcasts and Fyreslayers fight valiantly but cannot prevail against Archaon's hordes. Archaon, realising his territories elsewhere are threatened, decapitates Thostos Bladestorm and feeds his remains to Dorghar. No azure light flickers back to Azyr as Thostos dies his final death. Warned by the Truthsayer Kiathanus that the other All-Gates are also under attack, Archaon races back to the Allpoints to protect his domains.

IN THE HANDS OF CHAOS

The Mercurial Gate and the Shifting Way that lead to the Allpoints are held by the forces of Chaos. They remain so to this day.

army of Khorne Bloodbound, they must put their faith in a new ally – Mannfred, Mortarch of Night.

BRIDGE OF SEVEN SORROWS

Having followed Mannfred across the Realm of Death, Tarsus reaches the lair of Nagash but is betrayed by Mannfred at the last moment. So begins a quest by the Hallowed Knights to slay the traitor.

THE RAZING OF NULAHMIA

Following the scent of excess, Lascilion, lord of Slaanesh, discovers the hidden city of Nulahmia, He is about to lay siege to Neferata's palace when black lightning bolts crash down, revealing the Anvils of the Heldenhammer. They join the fight against the forces of Chaos and Lord Lascilion is driven off by the light of a warding lantern held aloft by the Knight-Azyros Huld.

PARLAY

Huld explains to Neferata that Sigmar wishes for a new alliance between the realms of Death and Heavens. Before Neferata can respond, a spirit vortex manifests in Nulahmia, obliterating undead, Stormcast, daemon and Chaos Warrior with equal impunity. At its heart stands Nagash, Lord of the Undead. He demands that Huld repeat his offer of an alliance.

THE ENDGATE

Having secured a coalition with Nagash, Sigmar sends the Anvils of the Heldenhammer to liberate the fortress of Gothizzar that looms over the Shyish All-Gate. Expecting Nagash's undead legions to join them in their assault, Sigmar's Stormcasts are slaughtered by the Chaos defenders when the undead do not turn up. The Endgate remains in Chaos hands but, Nagash plans, not for long...

THE WAR FOR THE ALL-GATES

At the heart of the eight realms sits the Allpoints, a nexus from which all other realms can be reached. For many mortal life spans the Allpoints has been held by Archaon Everchosen, his fortress – the Varanspire – watching over it from a portal that leads directly into the Realm of Chaos. To hold the Allpoints and the eight All-Gates that surround it is to have unfettered access to the eight realms. This Archaon knew. So, also, did Sigmar.

When Sigmar made his bid to claim the Allpoints, Archaon was not surprised. Kairos Fateweaver had warned him of the God-King's ambitions long ago and the Everchosen had made plans to ensure the Eightpoints – as it was known to the legions of Chaos – remained in his hands. The fortresses that guarded the All-Gates were reinforced and strengthened, and vast armies of mortals, daemons and beasts marched from the Realm of Chaos into the Allpoints.

As the armies of Order struck simultaneously at the All-Gates across the realms, so did Archaon's hordes respond. In Aqshy, Sigmar's armies closed the Brimfire Gate, but the realm still lay in enemy hands. Bloody wars would consume the Realm of Fire for years to come. In Ghyran, Alarielle successfully sealed the Genesis Gate and the long process of cleansing the realm of the taint of Nurgle began.

In Chamon, the Mercurial Gate remained in Archaon's hands and the Lands of Gold writhed beneath the tortuous grip of Chaos. In Shyish, too, did the Endgate belong to Archaon, though deep with the Amethyst Realm a great power was rising – Nagash schemed once more. In Ghur, the Mawgate could not be found. The forces of Chaos and Order retreated from the land, for a destructive power grew there. In Hysh and Ulgu the outcome of the war was uncertain, for unseen gods kept their actions secret.

And so the Realmgate Wars drew to a close and a stalemate was reached. Fortresses were built by the armies of Order and great cities grew around them. Realmgates were reopened, lost lands and peoples were rediscovered, trade resumed and flourished. The Chaos Gods licked their wounds and plotted Sigmar's downfall. It may come sooner than they expect, for Sigmar's immortal warriors have a flaw that even the God-King had not foreseen… **DH**

ALLIANCES AND BETRAYALS

In many lands, the battles of the Realmgate Wars descended into anarchy, for none could predict the random aggression of the armies of Destruction or the megalomaniacal schemes behind the legions of Death.

Sigmar tried to form alliances with both the orruks and the Great Necromancer. The orruks attacked the Stormcast Eternals on sight the first time they met and only allied with them in the direst circumstances. The forces of Death appeared more compliant, with Nagash agreeing to an alliance between the two gods. Yet all along, Nagash watched the Stormcast Eternals carefully, for upon their deaths their souls did not journey to his realm of Shyish – as is the natural order of things – but back to Azyr. When Sigmar called on Nagash for aid during the battles for the All-Gates, Nagash, ignored the God-King's request. Betrayal, he felt, begot betrayal.

WARHAMMER 40,000

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 a trio of vehicles from last year's Warhammer 40,000 Open Day.

GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most events focus on one main setting, such as Warhammer 40,000 or Warhammer Age of Sigmar, while Golden Demon: Classic includes 15 different categories, ranging from squads, vehicles and monsters to heroes and dioramas. You can find out more about upcoming Golden Demons at:

warhammer-community.com

WHAT THE JUDGES SAID

The judges for Golden Demon: Warhammer 40,000 Open Day 2017 were 'Eavy Metal painter Max Faleij and miniatures designers Darren Latham and Joe Tomaszewski.

"I especially like the use of a more subtle green on Adie's Dreadnought," says Darren. "It really gives it an ancient, battle-worn feel, like it's got a patina of dirt and grime worn into the green armour. Adie has also been really careful with the placement of battle damage – it's heavy but meticulously applied in all the right places. Lastly, the purple talons on the power claw contrast really well with the rest of the colour scheme."

GOLD, WARHAMMER 40,000 OPEN DAY 2017, VEHICLE CATEGORY

SALAMANDERS IRONCLAD DREADNOUGHT BY ADIE BAY

ANCIENT OF NOCTURNE

Our first Golden Demon-winning model this month is this stunning Salamanders Ironclad Dreadnought by veteran Golden Demon-winner Adie Bay, whose Ultramarines Sergeant we also featured last month. We asked Adie how he went about converting and painting his Dreadnought.

White Dwarf: Adie, why did you decide to paint a Salamanders Dreadnought for this category?

> **"A degree of realism is, I feel, the key to making a fantasy model look great."**

Adie Bay: I love the idea of Space Marine Dreadnoughts – they're such evocative miniatures. There's a lot of history to a Dreadnought – they are immensely old and that gives a model-maker and painter a lot of scope for conversions, personalisation and textures like weathering, battle damage, dirt and the general patina of thousands of years of battle.

WD: We had noticed that you've made quite a few conversions to the Ironclad. And by textures, we assume you mean weathering and battle damage – stuff like that?

AB: Exactly. So there is quite a bit of conversion work on this model. The body is the plastic Ironclad Dreadnought, while the banner and the flaming halo above the sarcophagus are from the Forge World Venerable Dreadnought Bray'arth Ashmantle. I also added a load of etched brass Salamanders symbols to the sarcophagus and shoulders, plus purity seals and a drake hide to the bottom of the torso.

WD: And the weathering?

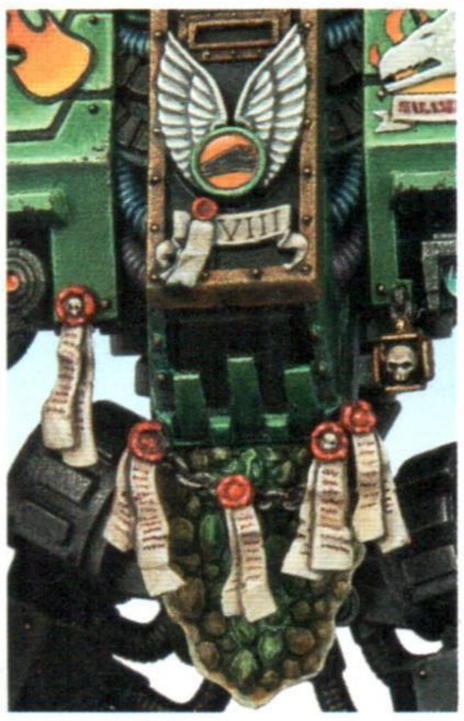
AB: I like to add realistic weathering to my models. A war machine like a Dreadnought – especially a siege engine – should, in my opinion, be covered in battle damage to show that it's been in the thick of the fighting, tearing down walls, smashing up enemy tanks and so on. I use a lot of oil paints and weathering powders to get the effects I'm after – pitted metalwork with oily joints and hydraulics, scratched and scuffed corners to all the armour panels, dirt around the feet and ankles. All the effects need to be appropriate to the area they're applied to, though, to help convey the different textures you're after – you want the adamantium skeleton to look different to the green ceramite armour plates, for example. A degree of realism is, I feel, the key to making a fantasy model look great.

CONTRAST

The word 'contrast' is mentioned a few times in this Golden Demon article by both the painters and the judges. But what does it mean? In miniature-painting terms contrast is usually used to describe the difference between two associated parts of a model. It might be that two colours contrast, such as blue and orange. It might be that the tones of those colours – warm and cool – contrast with each other like on the Predator below. Perhaps one colour is light and the other dark or one shiny and the other matt. Contrast is a key consideration in any Golden Demon entry.

THE REGALIA OF WAR

1



2

3

Adrian used the banner from Bray'arth Ashmantle **(1)** to show the venerable status of his Ironclad. He painted the Salamander drake head a bluer green than the rest of the Dreadnought to make it stand out.

A chain of purity seals and the hide of a salamander hang from the Dreadnought's sarcophagus **(2)**, showing the deeds of the occupant of this ancient war machine.

Here you can see the different textures that Adie has applied to his Dreadnought **(3)** to help differentiate between the tarnished metal and the scuffed ceramite.

4

5

The seismic hammer **(4)** is one of the most weathered pieces on Adie's entry, as befits a weapon that's used for smashing down walls.

Adie carefully cut the scroll on the shoulder **(5)** from a brass etched Salamanders icon. The comet above it is also a brass icon.

GOLDEN DEMON

SCION OF HOUSE RETTALLIC

Lee Bates painted this impressive Cerastus Knight-Castigator. Even more impressive, this was Lee's first time entering a painting competition. "I really wanted my entry to stand out," says Lee, "so I built small watch cogs into the shoulder pads, painted them, then covered them in clear resin to create a layered effect like a force field. I took a lot of inspiration from Forge World's Model Masterclass books – adding green, purple and brown inks to the metal areas really helped break up the panels and give the model some extra interest and character."

WHAT THE JUDGES SAID

"Lee has achieved a really great contrast on this Knight between the red lacquered armour and the brushed steel," says Darren. "The freehand is very impressive, especially the icons on the greaves, which help to show that it's a loyalist Knight. The base is a great touch, as are the areas with the cogs set into them. They are clever attention grabbers that are really unusual and something we rarely see at Golden Demon."

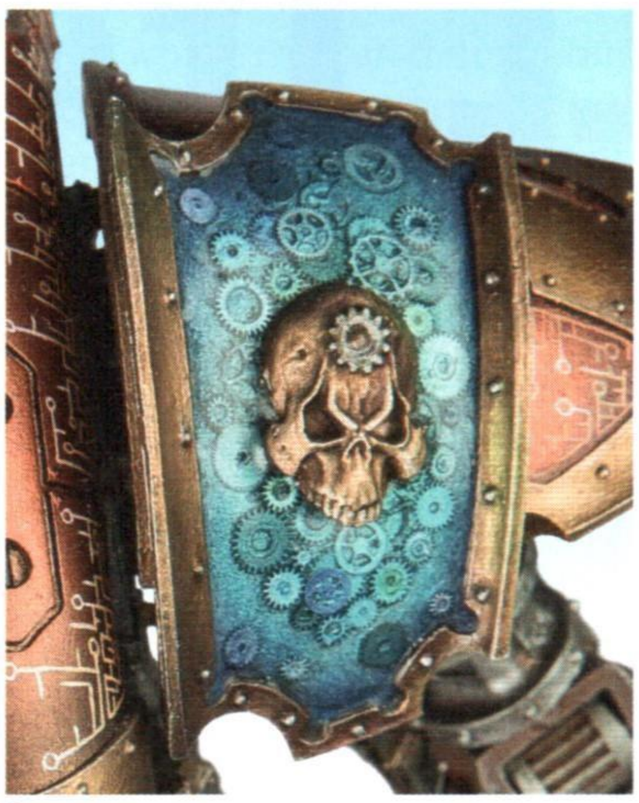
SILVER, WARHAMMER 40,000 OPEN DAY 2017, VEHICLE CATEGORY

CERASTUS KNIGHT-CASTIGATOR BY LEE BATES

THE ANCIENT TECHNOLOGY AND HERALDRY OF HOUSE RETTALLIC

Lee achieved a layered effect on the shoulder pads **(1)** by gluing down small watch cogs, painting them with a blue force field effect and then pouring clear resin over the top to get an energy field effect.

Lee added plenty of freehand elements to his Knight, including an Imperial Aquila and a 12-toothed cog to each greave **(2)** and an impressive circuit-board design that you can see on the edges of many of the armour panels **(3)**.



1

2

3

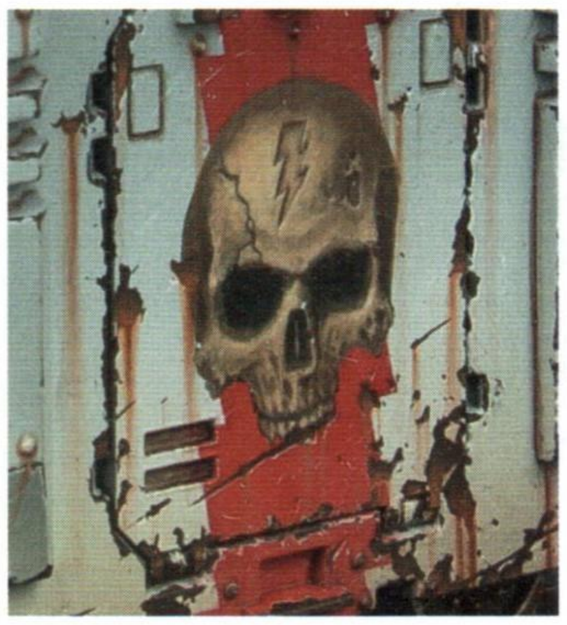
BEARING THE SCARS OF BATTLE

Richard France pulled out all the stops to win his first Golden Demon with this White Scars Predator. "I took some excellent advice on the freehand painting and weathering techniques from other painters in the community," says Richard. "I used masking fluid to give some randomness to the battle damage, which I further enhanced with scratches applied with a brush. I aimed for stylised realism with the weathering – I wanted the scratches to look real but also to stand out at a distance. The contrast between the white and brown really helped in this regard. I also really enjoyed the process of giving each scratch a little edge highlight and then applying the rust with up to 20 very thin layers to gradually build up the intensity." **DH**

WHAT THE JUDGES SAID

"Painting white can be really tough, but Richard has done a great job here," says Darren. "He's added great depth to the white with very careful shading, ensuring it doesn't become too grey. The warm brown battle damage and the red squadron markings contrast well with the cool white armour, and the freehand Chapter symbols and the skull on the door have been excellently applied."

THE ANGELS OF DEATH



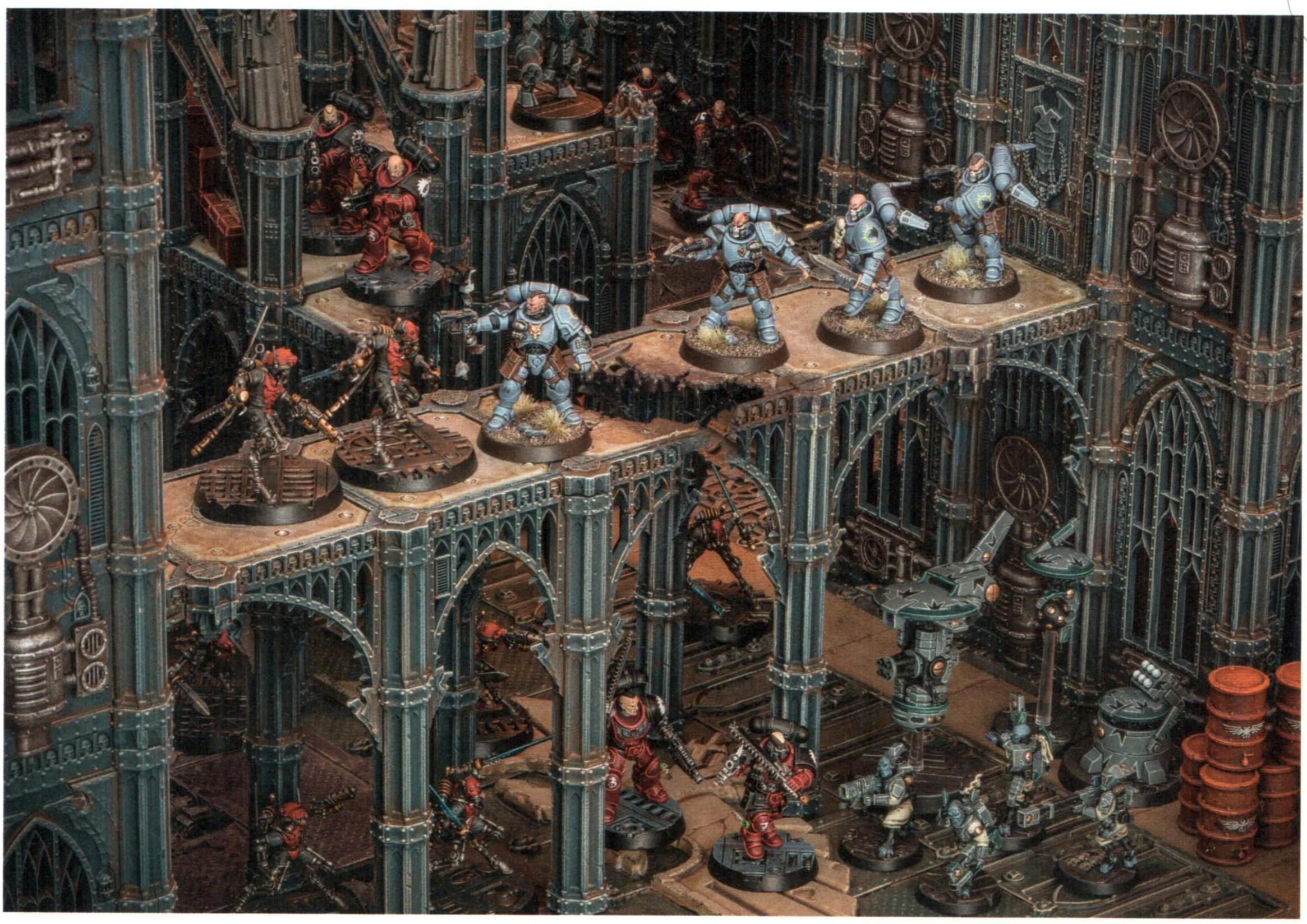
"My favourite part is the freehand skull," says Richard. "I had to think carefully about how the light would hit it to make it pop, especially the engraved lightning bolt on the forehead."

BRONZE, WARHAMMER 40,000 OPEN DAY 2017, VEHICLE CATEGORY

WHITE SCARS PREDATOR BY RICHARD FRANCE

KITBASH: KILL TEAMS

Kitbashing is the art of taking one of more Citadel miniatures kits and combining parts from them to create a new model or a variation on an existing one. This month, we take a closer look at how you can convert models for your Warhammer 40,000 kill teams.



Here in the White Dwarf bunker, and in the Design Studio, everyone's been getting very excited about Warhammer 40,000: Kill Team. The words 'conversion', 'kitbash' and 'specialist' have come up a lot in conversation as keen hobbyists have sliced, spliced and glued together the members of their covert operations teams.

But how exactly do you convert a kill team? Well, to begin with, it's not compulsory – you could easily pick up one of the Kill Team Faction Starter Sets and build the models straight out of the set. However, building a kill team is a lot of fun and a great opportunity to try your hand at converting some models, like taking parts from several different kits to create unique models. Here, we suggest a few different ways to tackle building your own kill team and show off a few from around the Design Studio.

KILL TEAM SPECIALISTS

Specialists are those warriors who stand out from their squad mates because they have an affinity with certain weapons or a unique skill that makes them especially valuable. As such, they are often picked for covert missions like those assigned to kill teams. There are 10 types of specialist available in Kill Team – Combat, Veteran, Heavy, Demolitions, Comms, Sniper, Scout, Zealot, Medic and Leader. Each kill team needs a Leader and can include up to three other specialists as indicated on their kill team's datasheets.

PICKING YOUR SPECIALISTS

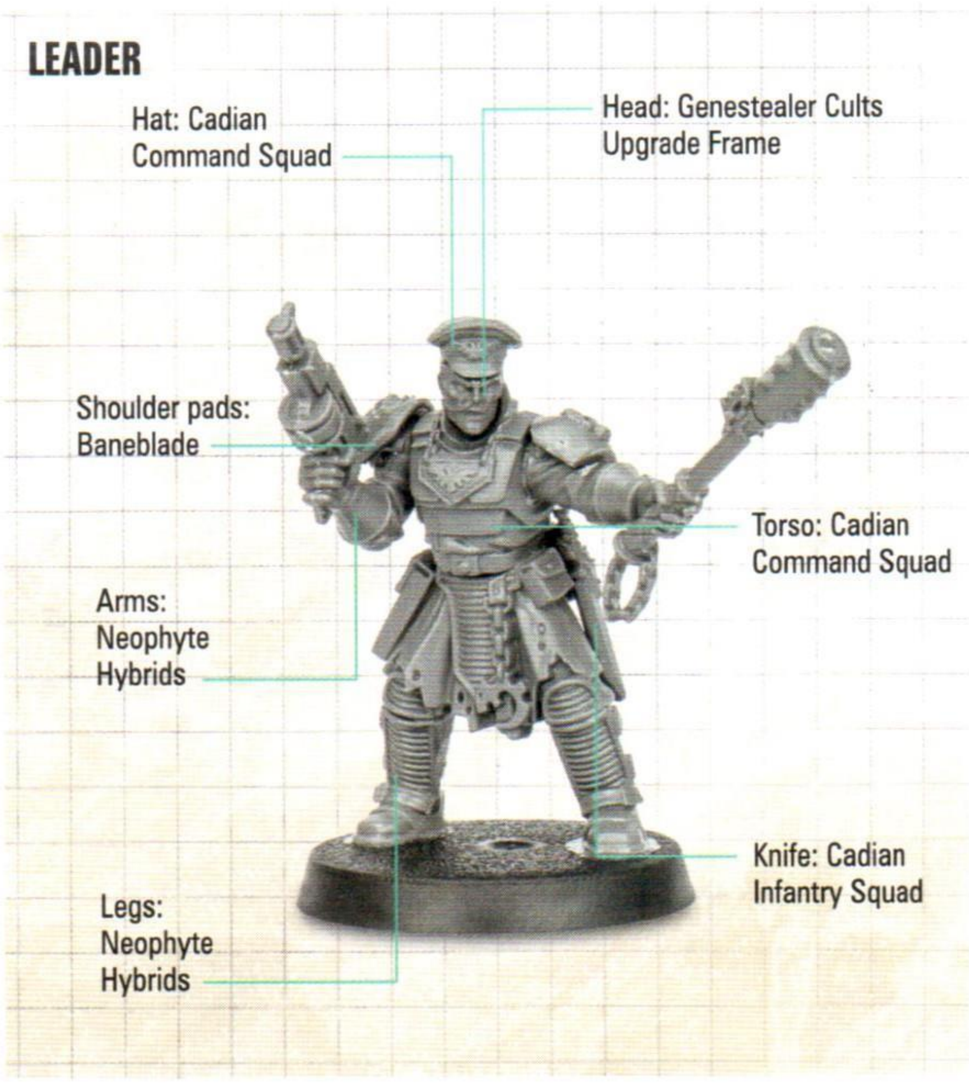
The first thing to consider when assembling your team of professional warriors is your specialists. Each kill team faction has access to a number of different units, several members of which can become specialists. An Astra Militarum Guardsman, for example can be a Demolitions specialist, a Scout, Sniper or Veteran. A Flayed One can be a Leader, Combat, Veteran or Zealot specialist. A Fire Warrior can be a Comms, Medic, Scout, Sniper or Veteran specialist, and so on.

Converting and painting models to represent these specialists is great fun. Backpacks covered in grenades are perfect for Demolitions experts, medi-packs, syringes and bonesaws are ideal for Medics. Heads with microphones and aerials on are great for Comms specialists while Scouts love a good set of binoculars. We present more suggestions later in this article.

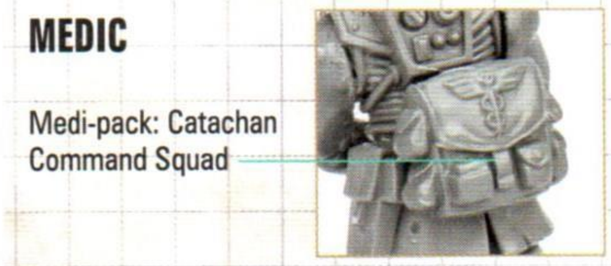
GENESTEALER CULTS KILL TEAM

Each faction in the Kill Team core manual has a cool background section featuring interesting narrative hooks around which you can theme your kill team. Here in the White Dwarf bunker, we were particularly interested in the Scavenger Cell background for the Genestealer Cultists, which tells of how they loot the bodies of the fallen for ammunition, weapons and equipment. We thought this was a cool narrative hook for a kill team, so we kitbashed a group of cultists with parts scavenged from various Catachan and Cadian kits. The four specialists we picked were Leader, Demolitions, Medic and Scout. We decided the Leader, Medic and Scout should be fourth generation Hybrids so as to better infiltrate the local militia groups, while the Demolitions expert is a more mutated second generation hybrid, with plenty of arms to hold lots of demolitions charges and grenades.

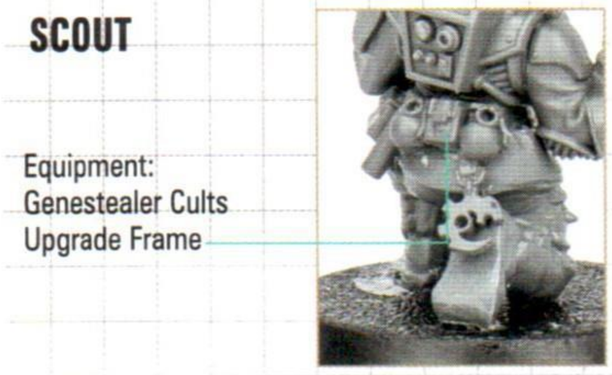
LEADER



MEDIC



SCOUT



NEOPHYTE HYBRID

LEADER

The Leader is based on the legs of a Neophyte Cultist with the torso of a Cadian Commander. His arms are both taken from the Neophytes sprue. His head comes from the Genestealer Cults Upgrade Frame with the addition of a peaked cap from the Cadian Command set. A spare pair of shoulder pads from a Baneblade tank commander finished off the model.

MEDIC

The Medic is mostly built out of Neophyte parts, but with a head from the Genestealer Cults Upgrade Frame. The arms holding a syringe (possibly a stimm shot) and the medic bag on his back come from the Catachan Command Squad set.

SCOUT

The Scout uses the legs, left arm and binoculars from the Cadian Heavy Weapons Team, a Neophyte Cultist torso, head and right arm and grenades from the Cults Upgrade Frame.

NEOPHYTE HYBRID

A Cadian camo cape and torso makes this cultist look like a proper scavenger. The gas mask head is from the Cults Upgrade Frame.

THE KILL TEAM

Below you can see the rest of our kill team, including the Demolitions specialist (front row, left). We gave him as many demo charges as he could hold and a Cadian backpack full of grenades.

THE KILL TEAM

MODELLING AND PAINTING

SPACE WOLVES KILL TEAM
BY JAMES KARCH

"I wanted to take the Reivers kit and add some subtle nods to the Space Wolves," says James. "The Chapter is still pretty suspicious of the Primaris Marines, so I didn't convert my kill team with too much Space Wolves iconography – just enough to show their allegiance, such as their squad markings. I also filed off their chest icons and replaced them with diamond-shaped gems and wolf skulls and gave them a few little talismans and wolf tails taken from the Space Wolves Pack."

1

2

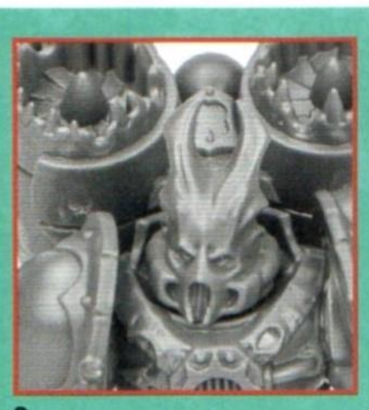
A wolf skull from the Space Wolves Pack hangs from this Reivers belt **(1)** – a symbol of his veterancy.

James carefully trimmed the wolf tail from a spare bolter and grafted it on to the grip of a heavy bolt pistol **(2)** – a common Space Wolves affectation.

SPECIALIST WARGEAR (PART 1)

When it comes to converting the models in your kill team, it's worth taking the time to look through all the kits in your faction's range to see if there are any suitable parts you can use to convert your models. Here are just a few of our favourites parts from across the many ranges of Warhammer 40,000 Citadel miniatures.

1



2

LEADERS

A special head or helmet is a great way to mark out a Leader **(1 to 3)**. The bonding knife in the T'au Fire Warriors kit **(4)** is also pretty handy, as is this Necron Lychguard's directing hand **(5)**.

3

4

5

6

7

COMMS

If it's holding a phone or has a headset **(6 to 8)**, it's perfect for a Comms specialist. This Eldar Guardian's digital readout **(9)** and this Pathfinder's aerial **(10)** are also good comms gear.

8

9

10

11

12

ZEALOT

Nothing says zealot like a weapon chained to an arm, as shown on this Black Templar's chainsword **(11)**.

HEAVY

Targeters **(12 to 14)** are a great way to denote a heavy – the bigger the better!

13

14

15

16

17

MEDIC

There are many suitable parts for Medics out there, such as an Apothecary's gear **(15 and 16)** and the Tempestus Scions' medi-pack **(17)**.

DEATHWATCH KILL TEAM BY RHUAIRIDH JAMES

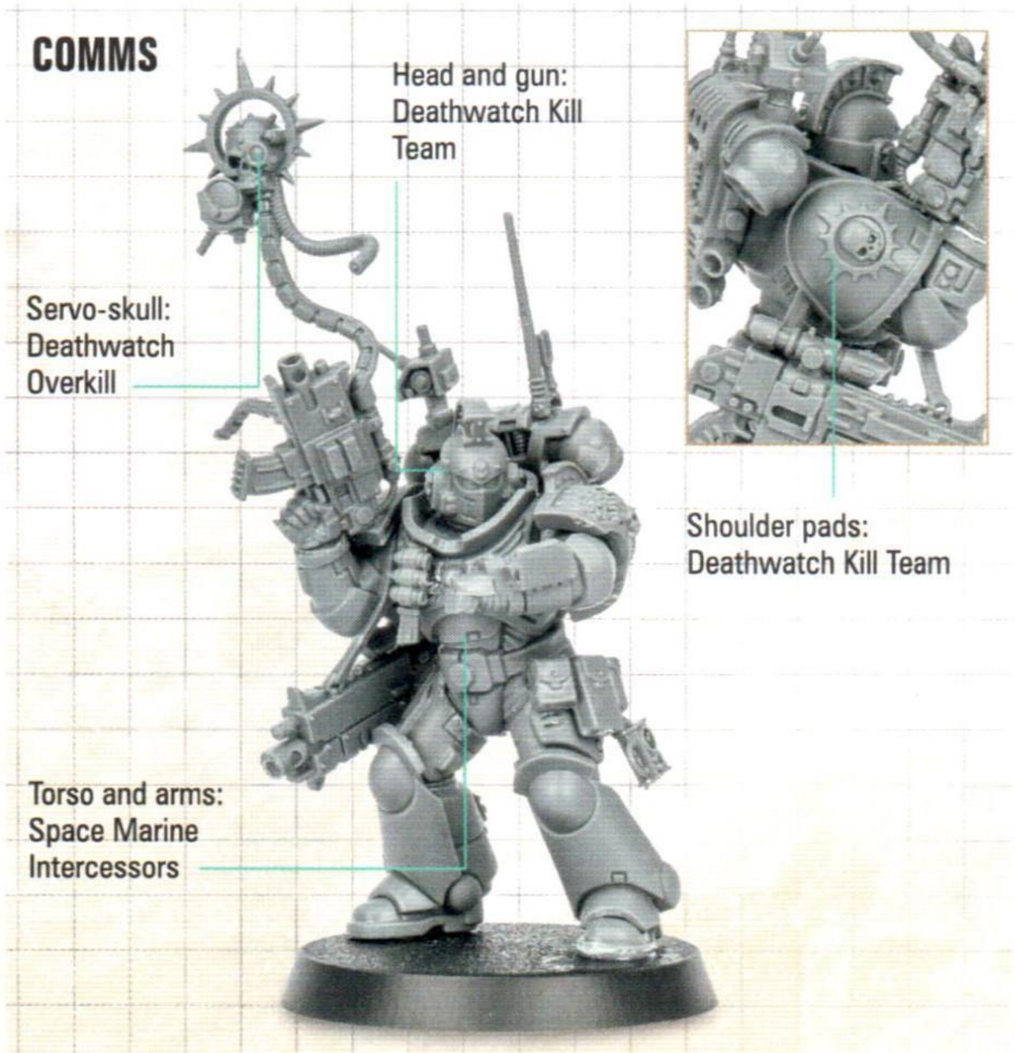
The Warhammer Community team's Rhuairidh James has been busy building a Deathwatch kill team, every member of which has been heavily kitbashed using a variety of Space Marine kits. "I've always really liked the Deathwatch," says Rhuairidh James. "In my opinion they're the ultimate kill team, as that's how they fight all the time, rather than just on special missions. One of my favourite aspects of the Deathwatch is that each Space Marine comes from a different Chapter, so you can convert them to reflect their Chapter background. The Imperial Fist can be a Demolitions specialist, for example, while the Blood Angels and their successors make perfect Combat specialists." Rhuairidh based most of his models on Space Marine Intercessors, with additional parts from the Deathwatch Kill Team set and Chapter-specific components from several primaris Space Marine upgrade frames.

LEADER

This Dark Angel is the team's Leader. His Chapter shoulder pad was taken from the Dark Angels Primaris Upgrades sprue, as were his pointing arm, sword, tilting shield and the book on his belt. His backpack is from the Deathwatch Overkill set, while his body and legs are from an Intercessor.

COMMS

Rhuairidh's Comms specialist uses the legs, torso and arms from a Space Marine Intercessor, while both shoulder pads are taken from the Deathwatch Kill Team kit – the one on his left arm features the Deathwatch Chapter markings, the one on the right the Chapter symbol for the Novamarines. His bolter and backpack come from the Deathwatch Kill Team kit, too, while his helmet comes from the Deathwatch Upgrade Frame. The servo-skull is from the Deathwatch overkill boxed set.



ZEALOT

Rhuairidh's Zealot is, perhaps unsurprisingly, a Black Templar. Again, his shoulder pads come from the Deathwatch Kill Team kit, while his tabard comes from the Venerable Dreadnought kit. The servo-skull this time comes from the Cadian Command sprue.

THE KILL TEAM

Below you can see the rest of Rhuairidh's kill team, which includes several other Chapter-specific conversions.

MODELLING AND PAINTING

FLESH TEARERS KILL TEAM
BY JAMES GALLAGHER

"The Flesh Tearers have a colour scheme that I really like, but had never gotten around to painting," says James. "That's why Kill Team is great – it means you can paint just a few models and try out something new. I built all my warriors with bare heads to better show off their characters and converted them all to carry chainswords. I know they technically can't have them (I use them as combat knives in games), but they are Flesh Tearers – they need brutal, bladed weapons!"

1

2

James converted his Flesh Tearers using chainswords from the Assault Marines kit, including this huge eviscerator for his Sergeant **(1)**.

To show the Reivers and Intercessors are from different units, James gave them different squad numbers **(2)**.

SPECIALIST WARGEAR (PART 2)

One of the best ways to ensure you've always got enough parts for your kill team conversions is to start a bits box (bitz box if you're an Ork). This is where you keep all the parts that you didn't use while building your units. You'll soon find you build up quite a collection of heads, weapons, packs and pouches.

1

2

SCOUT

Binoculars **(1 and 2)** are a Scout's best friend, though an omnispex **(3)** or a weapon platform targeter **(4)** are also good for scoping out the land. A hand-drawn map will do at a push **(5)**!

3

4

5

SNIPER

Snipers love headgear, so a scanner eye or a visor **(6 and 7)** are perfect to pick them out. A Dire Avenger's targeting array is pretty good, too **(8)**.

6

7

DEMOLITIONS

Grenades, many grenades **(9)**. And backpacks, too **(10 to 12)** – these are the marks of a true demolitionist! T'au hand-tech also looks cool as a detonator **(13)**.

8

9

10

11

12

COMBAT

Knives and swords in scabbards **(14)** are signs of a Combat specialist. Combat drugs, like those on a Drukhari talos are good bits, too **(15)**.

13

14

15

16

17

VETERAN

Shoulder pads **(16)**, purity seals, unique heads **(17)** and anything bionic are good signs of veterancy.

ADEPTUS MECHANICUS KILL TEAM BY JOEL MARTIN

"My kill team is pretty simple – lots of long-legged fast-moving Skitarii," says Joel. "Sicarian Ruststalker and Infiltrators are the perfect Kill Team operatives as they are quick, tough and they have access to some really nasty close-quarters weaponry – ideal in the close confines of a city. I decided to paint them quite simply, applying all the base colours first and then giving all the models (and their bases) a heavy wash of Agrax Earthshade to make them look oily and greasy."

1

2

The transonic blades **(1)** of the Ruststalkers really stand out from the grimy look of the Skitarii, acting as a perfect focal point for the models.

Joel painted his models' bases to look like the rusty flooring of a disused Manufactorum building **(2)**.

T'AU KILL TEAM BY JON FLINDALL

"My kill team was inspired by the background section in the Core Manual," says Jon. "I rolled up each bit of background for them and they became an Edification Team sent out by the Ethereals to ensure their comrades do not stray from the T'au'va. Sounds ominous! I decided to paint them in urban camouflage as a lot of Kill Team battles are fought in urban environments and I felt it was a really evocative image. My Leader – Shas'el T'suka – is the Pathfinder with the comms mic, ordering his team forward." **DH**

1

2

Jon adopted a flash-style camo pattern for his T'au **(1)**, which helps break up the lines of their armour – perfect for a stealthy unit.

Shas'vre Nishino is the team's Scout specialist (appropriate for a Stealth Suit). Jon added a markerlight to its arm **(2)** so show its wargear.

BLOOD BOWL

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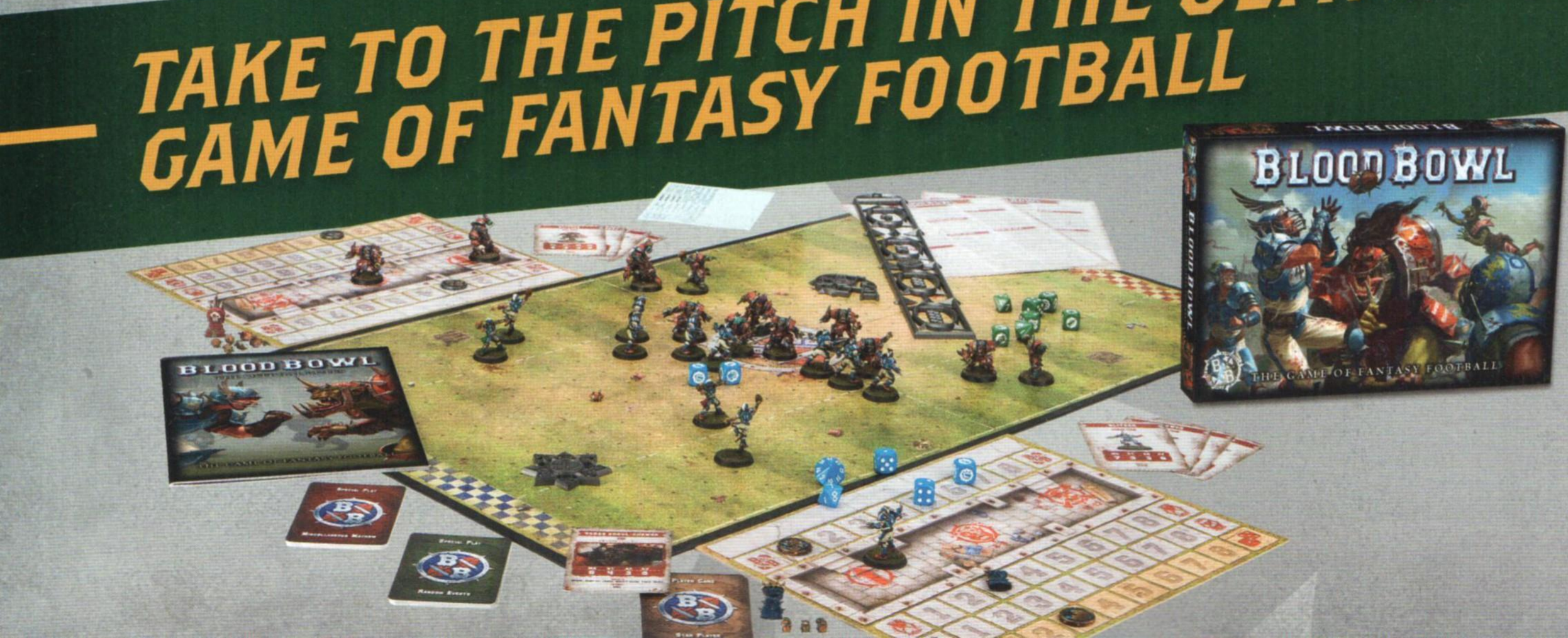

PICK YOUR FAVOURITE TEAM

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FANTASTICAL VISTAS

Dioramas bring to life the places, creatures and events of the worlds of Warhammer – the Mortal Realms of the Age of Sigmar and the grim darkness of Warhammer 40,000's far future. Following on from last month's feature, here are six more great dioramas.

AN EYE FOR AN EYE

This diorama was created by Forge World painter Pedro Wieglus and pits a Carmine Dragon against a trio of Vanguard-Palladors. "The dragon has been attacking human settlements, but now the Stormcasts have hunted it down," says Pedro. "The dragon now has to protect its eggs, which are hidden in the tree beneath it. I painted the Stormcasts in gold and blue (including their Gryph-charger mounts, which have blue-grey skin and feathers) to help them stand out from the woodland scenery. I painted the Gryph-hounds in more earthy colours, though, to help mark them out as hunting beasts."

1

"The Carmine Dragon **(1)** was my starting point for this diorama," says Pedro. "I wanted an imposing focal point for the diorama that I could then arrange the rest of the models around. The dragon is in a defensive pose, rearing up, so it works perfectly as the prey with the aggressively posed Stormcasts charging towards it."

"The dragon is in a defensive pose, rearing up, so it works perfectly as the prey with the aggressively posed Stormcasts charging towards it."

HERE BE MONSTERS

Forge World designer Owen Patten built and painted this impressive duel between an Arkanaut Frigate and a Chaos Gargant. "The idea behind my diorama was that the Kharadron are on a treasure hunt when they are suddenly attacked by a gargant," explains Owen. "I liked the idea of capturing a split second of action, which is why the harpoon is firing from the front of the Frigate – the gunner probably panicked and fired his gun as the gargant came out of nowhere and slammed his fist into the ship. When it came to painting my diorama, I painted the Frigate in the colours of Barak-Nar because I love the colour scheme! I also stippled the aether-endrins to give them a hammered metal effect. The gargant I wanted to look fleshy but also sickly, so there are a lot of reds and greens washed into his skin to give it a raw and unhealthy tinge."

"The Kharadron are on a treasure hunt when they are suddenly attacked by a gargant. I liked the idea of capturing a split second of action..."

"The gargant **(1)** is a really customisable kit that has loads of movement to it," says Owen. I converted it with a stomach mouth from a Beast of Nurgle, while its mutated arms and legs come from a Maggoth. I re-posed it to be running, so it looks like it has caught the Frigate completely unawares. Even so, some of the crew are starting to fight back. I added an Arkanaut with a skyhook **(2)** who's about to try and fend off the gargant and I also converted the captain slightly so that he's aiming his pistol at the beast."

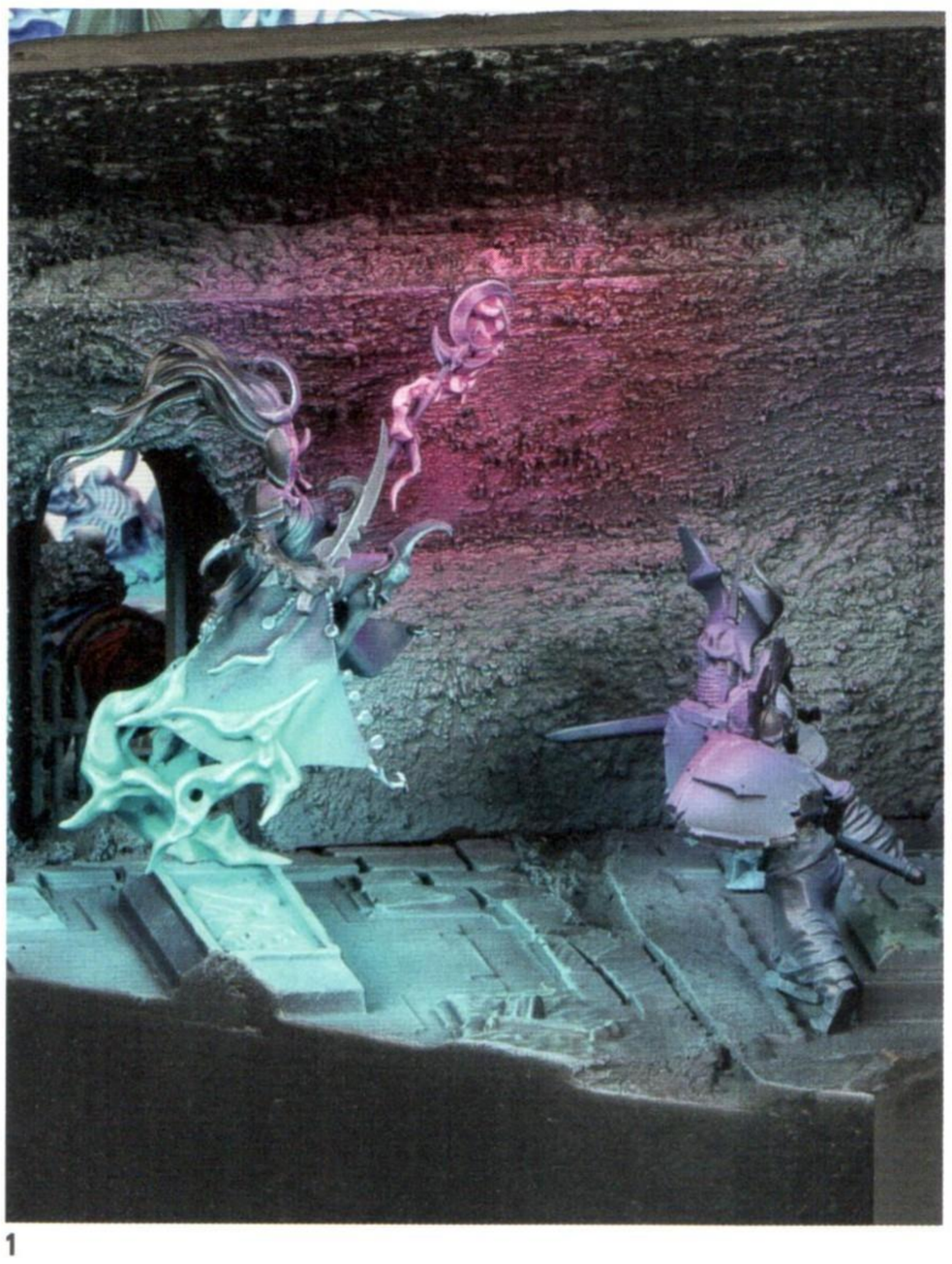
1

2

"I wanted to capture the feel of a Warhammer Quest adventure with a group of mighty heroes taking on a host of enemies."

QUEST FOR THE FAITHFUL

This action-packed graveyard scene was created by Borja Garcia, another member of the Forge World painting team. "I wanted to capture the feel of a Warhammer Quest adventure with a group of mighty heroes taking on a host of enemies," says Borja. "Malign Portents had just come out as I was working on it, so the scene started off as the Lord-Ordinator fighting the Knight of Shrouds and then expanded from there. There are lots of fights taking place across the scene – the Banshee summoning the Spirit Host is having a magical duel with an aelven Sorceress while behind them an Assassin is about to leap on a Wight King. Then, at the front, a duardin Unforged is about to leap into a load of resurrected skeletons. One of my main goals was to get as much colour into the diorama as possible. The graveyard is dark and sombre, while the characters are either pretty colourful or lit up by magical effects. I think object source lighting – when done well – really brings a scene and the models in it to life."



1

Inside the crypt at the back of the diorama, another fight is taking place between a Mistweaver Saih and a phalanx of resurrected Grave Guard **(1)**. "I love creating lighting effects – it adds an extra level of depth to a diorama," says Borja. "The secret is to really saturate the lighting effect with colour – it needs to be really intense to stand out. To help with this, I paint the area I want to be glowing – so a staff tip or cloak – pure white. I then apply the colour I want – in this case magenta and cyan – to the area. The next step is creating the glow effect around the object, which uses the same colour, but more diffused the further it gets from the object, That's why the pink on the Grave Guard is far more subtle than on the Mistweaver, for example."

"...the Gaunt Summoner and Arkhan the Black. They're like the kings on a chess board, getting all the other pieces to do their dirty work."

NEW PLAYERS IN THE GREAT GAME

This diorama, created by White Dwarf writer Dan, pits the forces of Death against the servants of Tzeentch. Dan explains what it's all about. "I love the Silver Tower game and I wanted to create a diorama based on part of a Silver Tower – a room or platform suspended in mid-air with two forces fighting on it," says Dan. "There are three battles taking place in this scene. The first battle is between the forces of change – the Arcanites of Tzeentch – and the forces of oblivion (as in no change) – the undead skeletons. The second is between the two wizards – the Gaunt Summoner and Arkhan the Black. They're like the kings on a chess board, getting all the other pieces to do their dirty work. But they, in turn, are controlled by Tzeentch and Nagash, their respective deities – they're just pieces in a much bigger realm-spanning battle. The hardest, but also most enjoyable, challenge with this diorama was getting all the models to interact. Fortunately the Sepulchral Guard and Silver Tower models made excellent adversaries."

1

Dan converted Arkhan the Black (1) using Arkhan's torso and the robes from a Tech-Priest Dominus. The mechadendrites were all painstakingly cut away and replaced with chains and skulls.

2

"Apart from the display plinth, I didn't use any black paint on this diorama," says Dan. "I often paint my models in dark colours, so this was an experiment to see if I could paint everything really bright."

THE GARDEN OF NURGLE

Giuseppe Chiafele – also from the Forge World miniatures painting team – created this disgusting Garden of Nurgle diorama. "I've always been a fan of Nurgle, so it was a natural subject choice," says Giuseppe. "I'd seen a piece of art in the Maggotkin battletome that really captured my imagination and gave me the base idea for the diorama. There would be three levels to it – the water, where bodies rot beneath the surface, the garden itself, where Nurgle's minions live, and the relatively untainted top level, where a Herald of Nurgle prowls around on his snail ensuring that Nurgle's diseases don't escape until they're ripe. Something that was really important to me was capturing the feel of Nurgle through fun and joy rather than violence and gore. The Plague Toad is grinning happily as he eats a Nurgling while the rest dance around a Sloppity Bilepiper. The only morbid bit is the bodies hanging from the trees, which will be used to create Death's Heads."

1

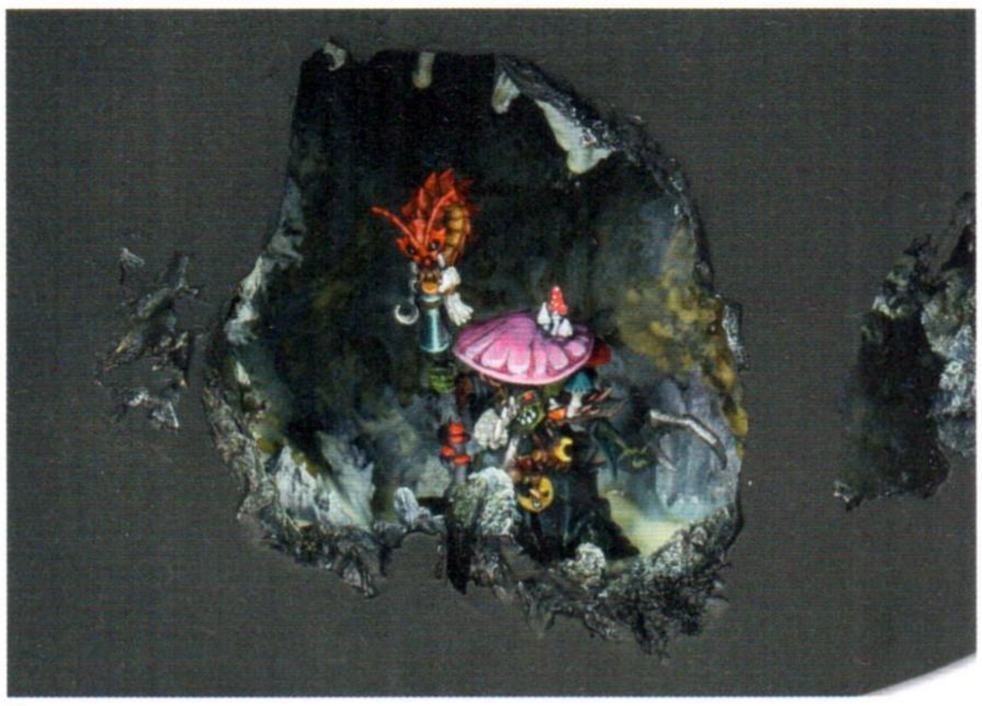
"I painted all the models on my diorama in bright, vivid colours rather than dingy ones to show the vibrancy of decay," says Giuseppe. "My Plague Mother **(1)** can be seen in the middle tier of the display holding a maggot, which will grow into who knows what! All the tentacles on the display come from the Beast of Nurgle model and are painted kind of like intestines, while the shrubs are mostly Creeping Vines and Barbed Bracken to give the garden a natural but alien look."

"Something that was really important to me was capturing the feel of Nurgle through fun and joy."

AN UNSUBTLE DISTRACTION

Forge World miniatures designer Mark Bedford created this impressive diorama featuring Morathi and a rampaging Maw-krusha. But what's really going on? "It's all a ruse," says Mark. "A Fungoid Cave-Shaman needed to plunder a cavern for deffcap mushrooms and, in typical greenskin fashion, came up with a kunnin' but brutal plan to get them – he sent a Maw-krusha to distract Morathi. It looks like it's working!

"The key to my diorama is contrast. There's a contrast between the two massive monsters and the small scene going on round the back of the diorama. There's contrast between the hulking orruk beast and the lithe Morathi, the dark stone and the snow. Contrast is a great way to capture a viewer's attention. Another key factor was getting the interaction between the two characters right – Morathi's eye-line goes straight down the length of her spear, straight into the Megaboss's eyes. They're clearly about to have an epic fight." **DH**



1

Mark built his diorama on a round base so that it can been seen from multiple angles, giving the viewer lots to look at as they move around it. At the back of the diorama can be found a diminutive Fungoid Cave-Shaman (**1**), who is busy harvesting mushrooms. Mark even painted the rock pool the Cave-Shaman is standing in with luminous paint pigment mixed with Lahmian Medium so that it glows in the dark!"

"There's contrast between the hulking orruk beast and the lithe Morathi, the dark stone and the snow."

BLANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has enthused and excited many painters and modellers, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, we feature a warband of wayward servitors by Nicolas Grillet.

Below you can see Nicolas's warband of servitors. While most of the warbands we feature in Blanchitsu are based around Inquisitors, Tech-Priests and the like, Nicolas's servitors are meant to be anonymous-looking background players in a much larger theatre of war. We reckon they would still make fearsome adversaries, though, what with all those drills and blades.

SERVITORS OF THE MACHINE GOD

This warband of servitors was sent to John all the way from Switzerland by keen hobbyist Nicolas Grillet. But it wasn't just Nicolas's warband that arrived in the post – they were accompanied by a mysterious-looking cube, which you can see over the page. Here's what Nicolas had to say about his John Blanche-inspired project.

"When I built these miniatures, I had just discovered the Blanchitsu community online," says Nicolas. "The fact that you could assemble miniatures without having to think about their rules was a totally new concept to me. The Adeptus Mechanicus has always been the faction that fascinated me the most – I love the idea of humans choosing to 'upgrade' themselves with mechanical parts as a religious act. Or for some unfortunate ones to be lobotomised and upgraded to become human industrial machinery. The Adeptus Mechanicus didn't have the impressive range of plastic miniatures it has now, so I set to work converting a load of models to match my vision. The result was a small team of anonymous servitors that I imagine clean up piles of rubble and the debris of war in the background of some other Warhammer 40,000 story. They wear the robes commonly associated with the clergy of Mars but look worn out and filthy, like no one really cares about them."

"Most of my servitors are converted from Flagellants," says Nicolas. "This one has the head from a Skitarii Vanguard, an old Necromunda Pit Slave drill for an arm and parts from a Necron gun and the Drukhari Talos on his back. The Talos kit is a great source for parts when it comes to conversions."

"This was the first servitor I built for my warband," says Nicolas. "His withered right arm is from a Talos, while his left is a servo-arm from a Tech-Priest Enginseer. The machinery on his back is a tesla carbine from a Necron Immortal. I like his unbalanced, pose – it makes him look more unnatural."

"I also used the Tech-Priest servo-arm on this servitor, but I turned it the other way up this time. This servitor's head is from a Dark Vengeance Chaos Cultist, while his right arm is from a Crypt Ghoul. The vials on his back are from a Talos while the pipes and cables are made from Green Stuff."

"My inspiration for this servitor came from a group of Arco Eviscerators that Kari Hernesniemi converted a few years ago. I cut the Flagellant body in half to give him the torso of a Ghoul, and I sculpted a mask onto his Flagellant head. His chainsaw bionic arm is from a classic Necromunda Pit Slave."

"This servitor also has a head from a Chaos Cultist and his left arm stump is another piece of servo-arm – I had a lot of Enginseers! I used two bits of a Space Marine missile launcher – one on his back and the other for his gun, which is held by a Necron Warrior arm. I imagine it's some kind of rivet gun."

"For this bigger servitor I attached a chest piece and a head from a Kataphron Breacher to an Ork Nob, added the torso of a Necron Immortal to his back and covered him in wires made from Green Stuff. The arms are also from a Kataphron and the shield is from a Grey Knights Terminator."

BLANCHITSU

THE MYSTERIOUS CUBE

"I love making scenery, but I don't play games often and I don't have much space," says Nicolas. "So, inspired by the Victorian wooden boxes that John Blanche often transports his models in, I thought about making a similar box but with a detailed interior to create a small diorama. Most of it is plastic card or cardboard, and I built the wall servitors (see right) using Skeleton Warriors bits, plastic tubes and Green Stuff wires. Servitors are the extreme end of the human-machine combination in my mind. One could be used as a grim door knob, just waiting in a wall to fulfil his purpose in a place where no one has walked for decades. My servitors are also a kind of homage to the 'do not listen to the daemon, do not look at the daemon, do not speak to the daemon' piece of art by the late Wayne England." **DH**

"When painting my models and display box, I used mostly dark colours as I wanted them to look like the black and white illustrations from the old books. I started with flat colours of Abaddon Black, Rhinox Hide, Rakarth Flesh and Leadbelcher and added touches of Mephiston Red to link them to the Adeptus Mechanicus. Then I drowned the models and display box in black and brown washes, with touch of red and blue on the skin of the servitors. I spend a lot of time building and converting models, but I definitely prefer my painting to be easy, fast and dirty!"

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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, we feature Nurgle's Rotters and King Théoden of Rohan.

READ THIS FIRST: HOW TO USE THIS GUIDE

Over the following pages you'll find stage-by-stage painting guides for some of the latest new releases. 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.

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.

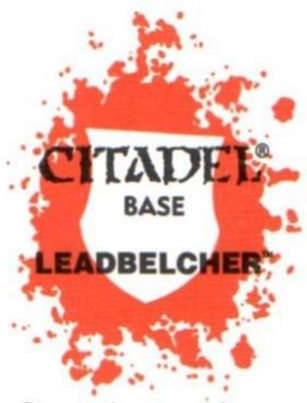
Stage Photo: This shows exactly what has been done at this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

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 basecoat. You can read about these techniques on the opposite page.

Paint Name: The Citadel paint used for this stage. In this case, it's Fire Dragon Bright (which is a Base paint). You can read more about the Citadel range of paints below.

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

CITADEL PAINTS



Base paints contain 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.

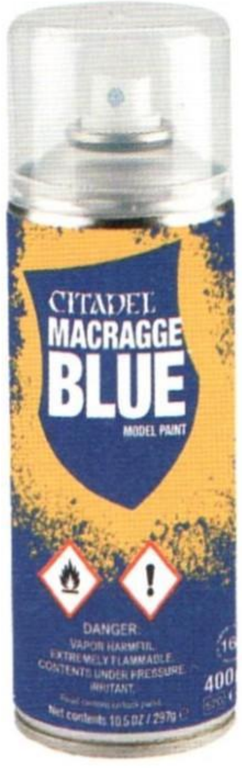
Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.

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 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.



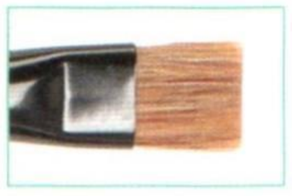
CITADEL BRUSHES

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. They are 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.

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 Corax White or Chaos Black 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 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

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.

NURGLE'S ROTTERS

This month's first stage-by-stage guide is for one of the Bloaters from the Nurgle's Rotters Blood Bowl team. An inside-out approach was used when painting this model, which means starting with the lowest level of detail – the flesh – then working outwards to the cloth, then the armour. This way you can paint the first layer quite quickly and messily, then neaten up your painting as you get to the outer layers. The belly wound – as a focal part of the model – was painted last so as to get a feel for the overall colour scheme of the model first before picking what colours to use for the wound and the necrotic flesh around it.

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. This month, though, we're joined by Forge World painters Giuseppe Chiafele and Borja Garcia, who painted a Nurgle's Rotter Blood Bowl model and King Théoden, respectively.

WATCHING YOU!

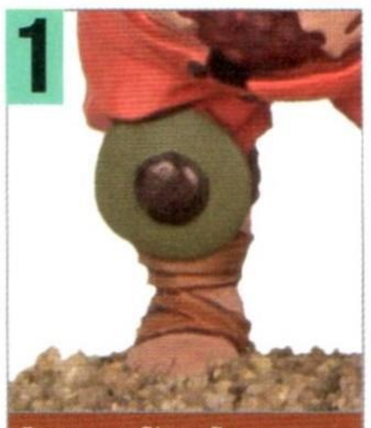
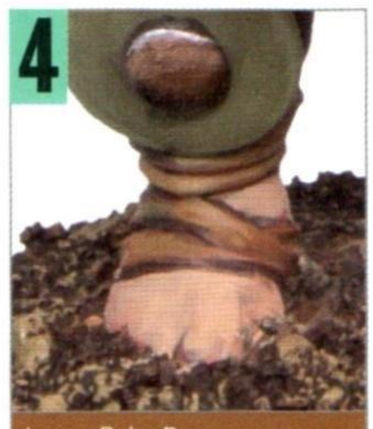
Giuseppe painted the eye on the Bloater's stomach bright yellow to draw your eye towards it and the suppurating wounds. He basecoated the eye Averland Sunset, then highlighted it with Yriel Yellow. A glaze of Bloodletter over the bottom half of the eye gave it a bloodshot look. Giuseppe used Rhinox Hide and White Scar for the pupil.

ON THE APP

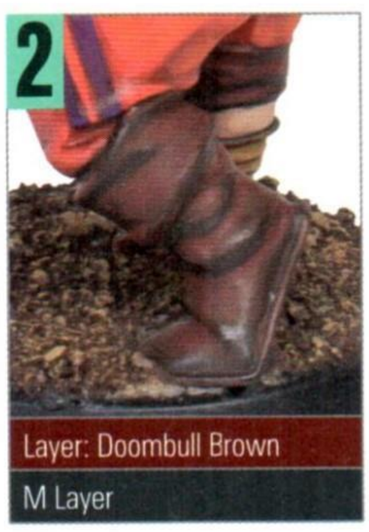
COLOUR ME ORANGE!

There are many different ways to paint orange in addition to the stages shown on the right. Here are a few suggestions we found on the Citadel Paint app.

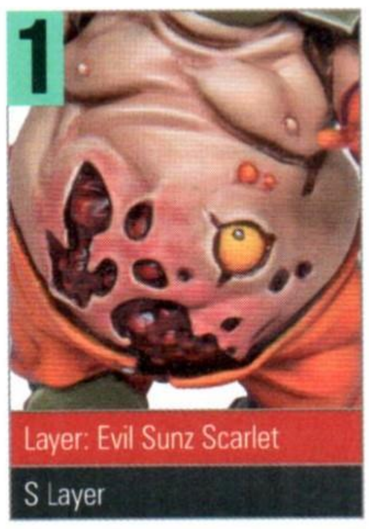
- Light Orange
- Orange
- Dark Orange
- Ochre

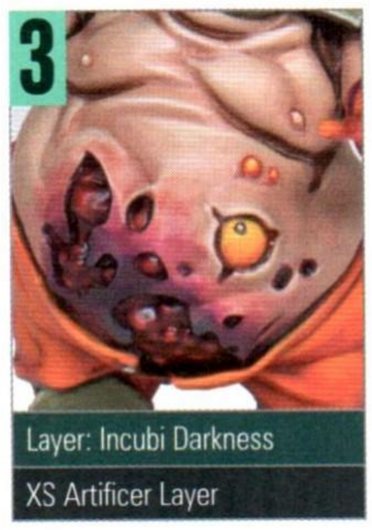
BLUBBERY FLESH	SPORTS SHORTS	ARMOUR	WOODEN SIGN	WRAPPINGS
1 Basecoat: Cadian Fleshtone — L Base	1 Basecoat: Wild Rider Red — M Base	1 Basecoat: Death World Forest — M Base	1 Basecoat: Rhinox Hide — S Base	1  Basecoat: Skrag Brown — M Layer
2 Wash: Seraphim Sepia — M Shade	2 Wash: Fuegan Orange — M Shade	2 Wash: Nuln Oil — M Shade	2 Wash: Nuln Oil — M Shade	2 Wash: Nuln Oil — M Glaze
3 Layer: Cadian Fleshtone — S Layer	3 Layer: Wild Rider Red — M Layer	3 Layer: Ogryn Camo — M Layer	3 Layer: Tallarn Sand — S Layer	3 Layer: Skrag Brown — S Layer
4 Layer: Kislev Flesh — XS Artificer Layer	4 Layer: Troll Slayer Orange — S Layer	4 Layer: Nurgling Green — S Layer	4 Layer: Karak Stone — XS Artificer Layer	4  Layer: Balor Brown — XS Artificer Layer
5 Layer: Flayed One Flesh — XS Artificer Layer	5 Layer: Fire Dragon Bright — XS Artificer Layer	5 Layer: Flayed One Flesh — XS Artificer Layer	5 Layer: Flayed One Flesh — XS Artificer Layer	5 Layer: Flayed One Flesh — XS Artificer Layer

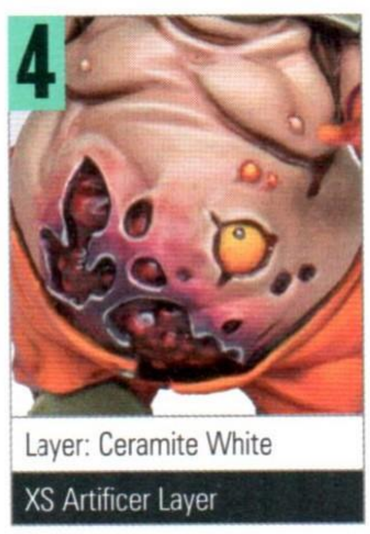
BOOTS



NECROTIC FLESH







METAL

FRESH TURF

The bases of Nurgle's Rotters feature well-maintained turf. This effect was achieved by painting the base with a layer of PVA glue – avoiding the feet – (1) then dunking it in a tub of Citadel Sand (2). Once the glue was dry, the base was painted Rhinox Hide (3), then carefully drybrushed Skrag Brown (4) followed by Tallarn Sand (5). Watered-down PVA glue was then applied to the base before the model was dunked in a tub again, this time full of Citadel Grass (6).

ON THE APP

THE COLOURS OF DISEASE

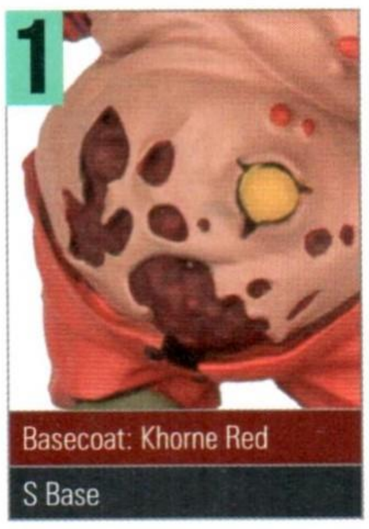
Disease comes in many wonderful and livid colours. We took a quick look on the Citadel Paint app and found several other options for painting sickly skin.

- Internal Organs
- Pale Flesh
- Inflamed Flesh
- Putrid Flesh

PROPERLY PUTRID

If you're looking for inspiration when painting Nurgle's Rotters then the rest of the Nurgle range is a great place to start. The green armour on this Bloater was inspired by the armour worn by the Putrid Blightkings, while the orange shorts were inspired by the Poxwalkers from Dark Vengeance.

EXPOSED GUTS



THÉODEN, KING OF ROHAN

The valiant King of Rohan is the second subject of this month's Paint Splatter. Even though his model is embellished with far greater detail than the Rohirrim he leads to battle (as befits his royal status), many of the techniques shown on these pages can be replicated to paint other models in the range such as Riders of Rohan.

SHADING RECESSES

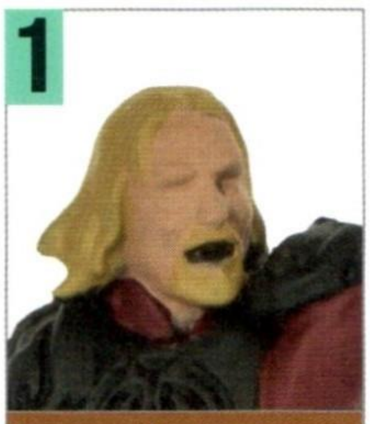
You don't need to be as neat when basecoating miniatures from the Middle-earth Strategy Battle Game, as their slightly smaller scale means that the wash layers often hide any crossover between colours. With Théoden, you can tidy the recesses as needed using thinned down Rhinox Hide.

GREEN TUNIC

King Théoden on foot features a small section of tunic that is visible in between the flaps of his scale armour. To match it with the earthy green cloaks worn by many of the Warriors and Riders of Rohan, Borja basecoated Théoden's tunic in Castellan Green. He then applied a layer of Loren Forest followed by an edge highlight of Ogryn Camo.

MOVIE MAGIC

If you ever find yourself wanting for painting inspiration or struggling to decide on a specific colour scheme for your models from *The Lord of the Rings* range, Borja suggests taking a look at the best visual reference of all – the movies themselves. That's exactly what he did when preparing to painting King Théoden for this article!

	FACE	HAIR	GOLD	HORSE SKIN	HORSE HOOVES
1	Basecoat: Cadian Fleshtone S Base	 Basecoat: Balor Brown S Base	Basecoat: Retributor Armour S Base	Basecoat: Administratum Grey S Base	Basecoat: Abaddon Black S Base
2	Wash: Reikland Fleshshade M Shade	Wash: Agrax Earthshade M Shade	Wash: Agrax Earthshade S Shade	Wash: Agrax Earthshade M Shade	Wash: Agrax Earthshade M Shade
3	Layer: Kislev Flesh S Layer	Layer: Zamesi Desert S Layer	Layer: Liberator Gold S Layer	Layer: Celestra Grey S Layer	Layer: Stormvermin Fur S Layer
4	Layer: Flayed One Flesh XS Artificer Layer	Layer: Dorn Yellow XS Artificer Layer	Layer: Stormhost Silver XS Artificer Layer	Layer: Ulthuan Grey XS Artificer Layer	

ON THE APP

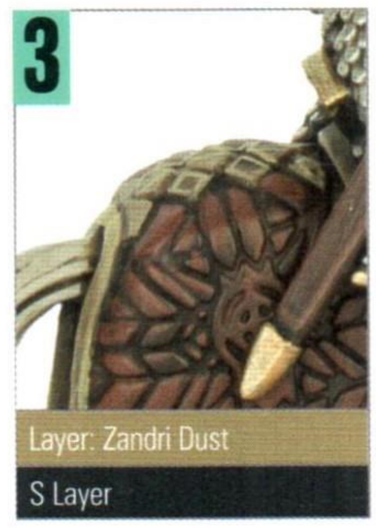
GREEN CLOAKS AND TUNICS

There are many other ways to paint the green cloaks of the Rohirrim in addition to the stages shown above. Here are a few suggestions from the Citadel Paint app.

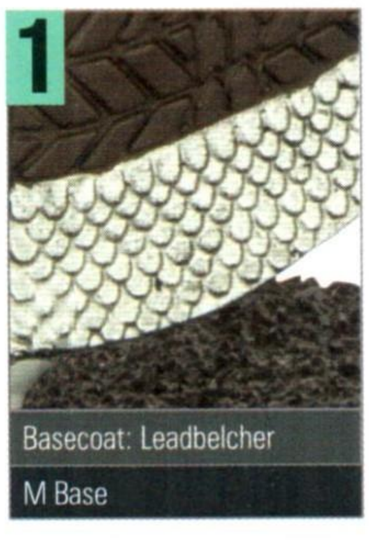
- Green
- Drab Green
- Forest Green
- Moss Green

LEATHER ARMOUR

LEATHER BARDING



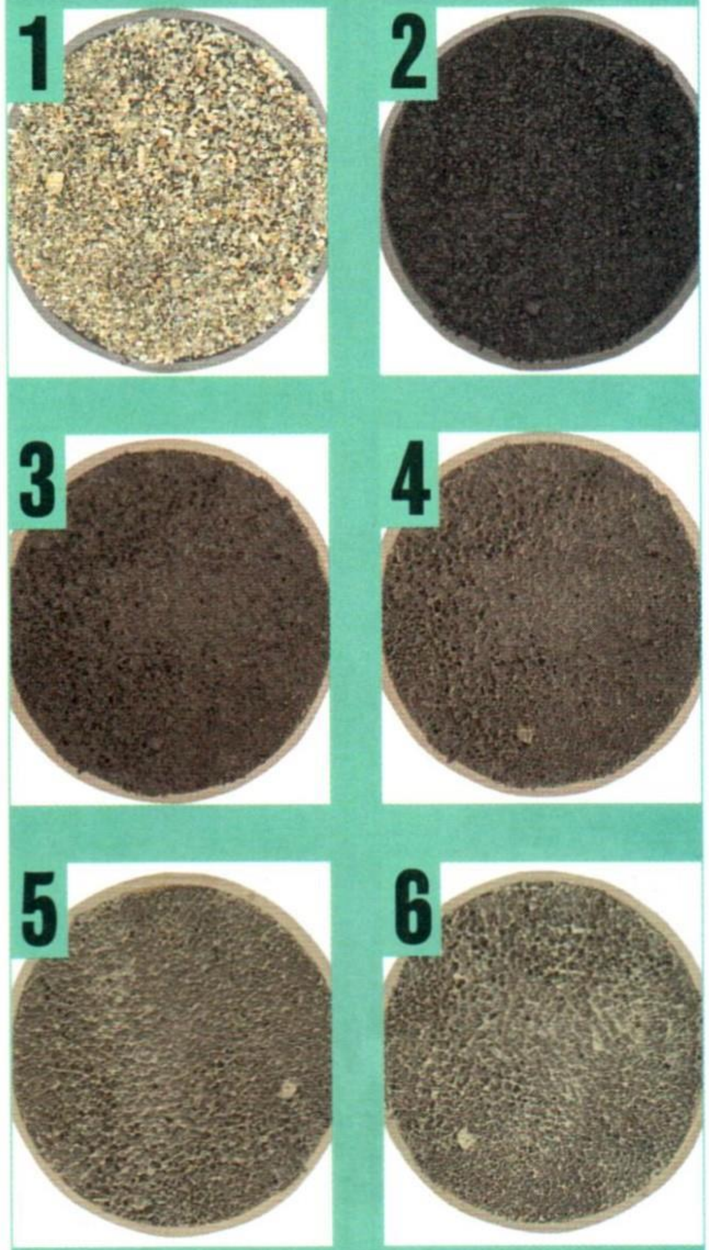
SCALE ARMOUR



RED CLOTHING

CHURNED PELENNOR TURF

Before painting Théoden, Borja painted his base with PVA glue, then dipped it in a tub of Citadel Sand (1). Once dry, he undercoated the entire model and base with Chaos Black spray (2). Borja then painted Théoden's base with Rhinox Hide (3), ready for drybrushing.



The next three stages featured a drybrush of Steel Legion Drab (4), Baneblade Brown (5) and finally Karak Stone (6). The edge of the base was painted with Steel Legion Drab before some Middenland Tufts were PVA-glued into place (7).

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Saturday 22nd

Warhammer 40,000 Campaign
Saturday 29th – Sunday 30th

OCTOBER

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Saturday 13th – Sunday 14th

Warhammer 40,000 Doubles
Saturday 20th - Sunday 21st

Warhammer Age of Sigmar: Throne of Skulls
Saturday 27th - Sunday 28th

NOVEMBER

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Saturday 10th – Sunday 11th

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Warhammer 40,000: Open Days
Saturday 24th– Sunday 25th

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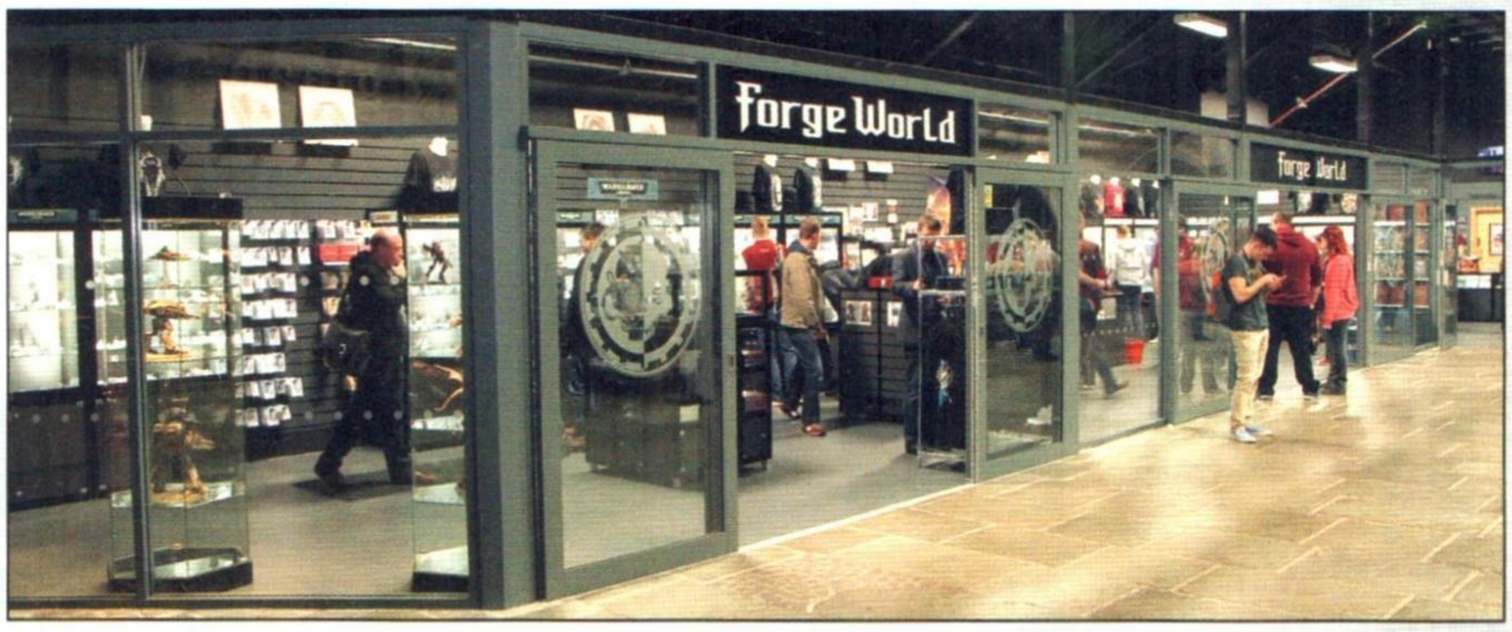

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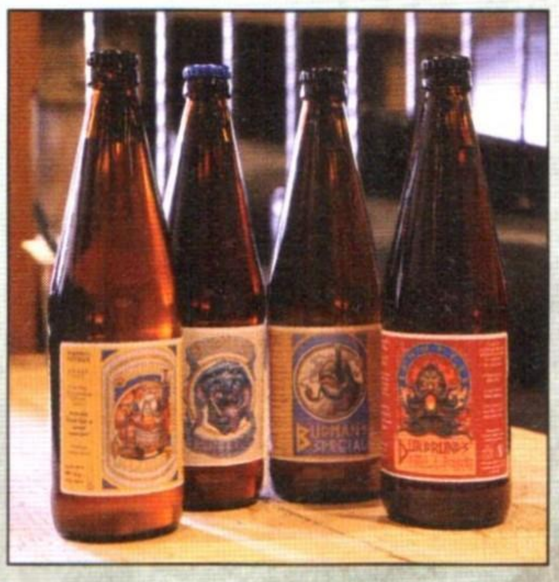

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Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!

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.

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by David Colwell

Salamanders Primaris Intercessor
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by Amy Snuggs

Drukhari Archon (converted)
by Konrad Zielezny

Khârn the Betrayer
by Konrad Zielezny

Gundabad Orcs
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Stormcast Eternals Lord-Celestant on Dracoth
by Thilo Engels

Legio Custodes Contemptor-Galatus Dreadnought
by Michael Robinson

XV95 Ghostkeel Battlesuit
by Joseph Bonsor

Lord of Contagion
by Jeroen Diks

The Sepulchral Warden
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READERS' MODELS

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by Maxx Bellegarde

Red Scorpions Primaris Captain
by Anthony Morgan

The Yncarne, Avatar of Ynnead
by Danilo Milella

Disciples of Tzeentch Ogroid Thaumaturge
by Thilo Engels

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 daylight 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 (normally a gun or sword end), move your camera back a few inches from the model and try another shot. Around 10" away is fine for most single figures. For even more detailed tips on taking pictures of your miniatures, check out this photography article:

www.warhammer-community.com/the-model-photo

READERS' MODELS

READER'S MODEL OF THE MONTH

This Mortis Engine was painted by Readers' Models regular Thilo Engels. In order to exaggerate the effect of the unholy construct being held aloft by a ghostly procession, Thilo built a scenic base to mount it on, adding additional elevation to the model. Thilo mounted a small crypt from the Sigmarite Mausoleum on the small hillock he created, along with a selection of gravestones, skulls and candles designed to complement the deathly imagery of the Mortis Engine.

Thilo painted the model's spectral parts in bright colours to contrast the gloomy, darker tones he used on the rocks and masonry, helping the Mortis Engine to pop out from its base. Thilo wanted the bound Necromancer standing on top of the engine to be the focal point of the model, so painted him in a light shade of maroon to set him apart. The vibrant green of the balefire torches lining the side of the Mortis Engine also serves to draw the eye and frame the Necromancer.

IN THE SPOTLIGHT: PAUL GAYNER

Paul Gayner has gone Blood Bowl crazy of late, and he recently sent us a number of his teams to photograph. Here we present his human team, the Marienburg Heroes.

Marienburg is a merchant town known for its bright uniforms and flamboyant clothes, so Paul added plenty of big moustaches, fancy helmets and floppy feathers to his models. This helped give them the appearance of a team of eccentric gentlemen. Yet according to Paul, his team's career to date has been cursed by ill luck and a long list of injuries – every time a player picked up a good skill he either died or got horribly maimed within a couple of games!

Paul's rather hirsute Ogre, known only as Spode, towers over the line of scrimmage. He was built using a clever combination of Ogor and Bullgor components.

Paul chose a vibrant yellow, red and blue colour scheme in keeping with his team's home city. He adds any skill upgrades and injuries acquired by his players to their bases for easy reference.

Paul has been playing the game since he was 11 years old, so he owns a number of classic Blood Bowl Star Player miniatures that he has kept hold of over the years, including Griff Oberwald (no. 13), the Mighty Zug (no. 14) and even 'Sure-handed' Gregor Meissan (No. 4). Paul has also painted a full cast of support staff for his team, from head coach to apothecary.

THE WHITE DWARF GUIDE

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This month, there's a brand-new starter set for the Middle-earth Strategy Battle Game, which includes not only an updated rulebook and two armies' worth of models, but a new plastic miniature in the shape of Théoden, King of Rohan. You can find out more about this great new edition of the game on page 50 and see The Battle of Pelennor Fields in full flow in our Battle Report on page 62.

www.games-workshop.com

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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:

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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...

CALLING ALL DWARF FANS!

Do you love White Dwarf? Well, we do too, but we would love to make it even better. If you've got a letter for our letters page or a question for Grombrindal, why not get in touch? Perhaps you have a beautifully painted army you think deserves a spot in the magazine, or you've got some picture of your models that you would love to share with us? Why not send us an email?

team@whitedwarf.co.uk

This month has seen the Dwarfers explode in every direction to take on what can only be described as a smorgasbord of hobby activities. Simon has been immersing himself in a Kill Team campaign while Michael and Dan have built Kill Team models. Dan has also started work on some Stormcast Eternals, while Martyn and Jonathan put aside their Stormcast eternals to work on Riders of Rohan and T'au respectively. Matt and Matt have both been painting Titans for Adeptus Titanicus, while Mel is working on more Ironjawz. Phew...

Also this month, we reminisce about some of our favourite memories of the Middle-earth Strategy Battle Game and its forebears. Enjoy!

BIT OF THE MONTH: SLUDGE-GRUBS

These repulsive little critters have proven pretty popular in the White Dwarf bunker and they are often accompanied by squelchy sound effects when being moved about during games. Our favourite is the one eating a terrified-looking head. Yum yum.

FOR THE WOLF TIME!

Back in October 2016, when Simon was just a Blood Claw, we featured his Space Wolves army in White Dwarf. Well, his army has grown considerably since then as, when he's not writing White Dwarf or barking at the moon, Si is invariably painting Space Wolves. Added to his collection are: a squad of Grey Hunters in Mk. IV power armour, a Wolf Lord and squad in Cataphractii armour, a Contemptor Dreadnought (can you guess what set Si bought?), a conversion of Ragnar Blackmane along with two Fenrisian Wolves, a Whirlwind, a Wolf Guard Battle Leader, a Space Wolves Kill Team and, inspired by the new rules in Codex: Space Wolves, a Wulfen Dreadnought, which he finished painting the night before his game against Matt. Simon's also got a Primaris Battle Leader underway, which he says he'll finish before Leman Russ returns to the galaxy. It might take a while...

THE FIRST KNIGHT

If you've already read through the issue, you may have seen Dan's diorama on page 117, which features Tzeentch Acolytes fighting the Legions of Nagash. Dan enjoyed painting his diorama so much that he took what he'd learned and applied it to another model – Angharad Brightshield. "She's kind of a test model for a Knights Excelsior army," says Dan. "I've gone for a cooler white and a greyer blue than the Knights Excelsior colour scheme, but I like how it came out. Just like my diorama, there's no black paint on my version of Angharad."

DAVE'S SCOUT SQUAD KILL TEAM

Earlier in the issue we showed off some of Dave Andrews's Ultramarines. Well, Dave also converted and painted a Squad of Scouts that are perfect for Kill Team. He gave all of them rebreathers from the Cadian Command Squad and converted their bolters with scopes and silencers. He painted them a stealthy dark blue to show they're on a night mission.

WEAPON OF THE MONTH: ANDÚRIL

With the return of *The Lord of the Rings*, how could we not make Andúril – one of the movie trilogy's most iconic weapons – our weapon of the month? Also known as the Flame of the West, Andúril is carried into battle by King Elessar (us simple Shire-folk normally call him Aragorn or Strider) at the Battle of the Black Gates. Andúril is a formidable blade that can cleave through Troll-flesh and full plate armour with ease– it is truly a weapon of kings.

VOX CHATTER

This month in Vox Chatter, Simon and Michael talk about their favourite features of Kill Team: Rogue Trader.

Simon: The narrative for Rogue Trader really reminds me of the old-school campaign packs we used to make years ago like Grudge of Drong and Storm of Vengeance. I love how there's a really strong story behind the missions that make for an exciting campaign that you can fight either with the models in the box or your own kill team.

Michael: Speaking of the models in the box, they are awesome. The hobby for me is all about great miniatures and these ones are incredible. All the models are really different – you can really see their roles, styles and backgrounds presented on the models. They are also a fresh exploration of Nurgle – we've never seen plague and technology fuse like this, which is pretty exciting.

Simon: They look cinematic on the tabletop, too, with the Cursemites, Sludge-Grubs, Eyestinger Swarms and Glitchlings all milling around the bigger characters. The models add so much to the experience, which begins with the appearance of the smaller creatures and ends in a full monster rampage. You really feel like you're there, desperately holding the ship's corridors and shutting bulkheads to contain the sickness. It's also worth noting that this is the first time since the game was called Rogue Trader (back in 1987) that we've really explored the Rogue Trader background. That's a really big deal in my opinion.

Michael: The dog's called Aximillion, too – that's a good name for a dog!

AN UNEXPECTED JOURNEY

This month, some of the team – including a very old friend (he's not that old! – Ed) – reminisce about going on their own adventure into the magical world of Tolkien's Middle-earth.

A new era of Middle-earth gaming began in December 2012 with the release of *The Hobbit: An Unexpected Journey*.

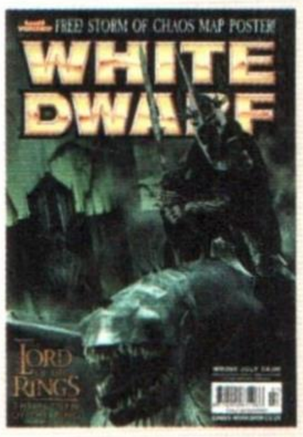
THE HERO OF MIDDLE-EARTH SPEAKS

"My adventures with the Strategy Battle Game have spanned almost two decades," says Adam Troke. "I remember studying late into the night learning the rules for the game ahead of the release of *The Fellowship of the Ring*, way back in 2001. From being an enthusiastic fan of the game working in Games Workshop Winchester, to joining the Design Studio and actually writing the rules for the stories and characters I love so much, hardly a day's gone by where I haven't thought it. I've been fortunate to play the game in places as far-flung as Brisbane and Zagreb, Chicago and Cologne. And, if I were to choose a favourite memory of the Strategy Battle Game, that's it – meeting wonderful people who share my interest in Tolkien's work and then playing a game with them. We're having fun and making memories that can last a lifetime. Long may this journey continue."

One of Adam's fondest memories while part of the White Dwarf team was playing the Escape from Goblin town scenario with Dan. After a quick practice game (in which Bofur fell off a walkway, survived, then rampaged through a gaggle of unlucky Goblins to make a truly inspiring escape), they settled down for a day of gaming in the White Dwarf bunker's hobby room. With the lights off. "It was more atmospheric that way," says Adam, who always likes to play in the spirit of things. "It felt more like the dingy depths of Goblin Town you see in *The Hobbit: An Unexpected Journey* movie. Admittedly, finding lost dice did get a bit tricky at times. We almost lost Dan at one point, too…"

FOR GONDOR!

"I really enjoyed the movie trilogy of *The Lord of the Rings*, but my absolute favourite was *The Return of the King*," says Ben. "The Battle of the Pelennor Fields was incredible, and inspired me to collect an army of Minas Tirith. These Rangers of Gondor were some of the first models I painted when I was aged just 13!"



This was the very first issue of White Dwarf that Ben read. Suffice it to say, he was instantly hooked and set about starting a collection of his own shortly after.

LORDS OF THE WEST

"The elven lord Glorfindel has been my favourite character ever since I first read the novels," says Simon. "I began an army based around his home of Rivendell as soon as the *The Fellowship of the Ring* game was launched in the hope that we would one day make a miniature of Glorfindel to lead it with. I've added to the collection over the years, including Elrond, Lindir and some Rivendell Knights when *The Hobbit: An Unexpected Journey* was released."

A LOUD INTRODUCTION

"I got started with *The Lord of the Rings* when I joined the Warhammer World staff team in 2005," says Dan. "I was actually given an introductory game by Simon, who made it as loud and gory as humanly possibly. He asked me what part of the film trilogy I liked the most and what army I thought was the coolest. I said Helm's Deep and the Uruk-hai. A week later I had painted a small group of 12 Uruk-hai. I have around 120 of them painted now."

THE GOLDEN AGE OF EREBOR

"As much as I'd enjoyed the movies, I was a bit of a late starter when it came to the game," says Martyn. "It was actually working with Duncan Rhodes that first encouraged me to give it a try, as he's always been a big fan. Before we knew it, we'd decided to paint up an army for a Doubles event here at Warhammer World. We were more interested in the narrative merits of the game than we were about winning, so we based the two halves of the army on Dale and Erebor before the coming of Smaug. We lost horribly all weekend, but won Best Army and had loads of fun nonetheless!"

IN THE BUNKER

MANIFEST VENGEANCE

Our parting gift this month is Michael's Imperial Knight Armiger Warglaive *Manifest Vengeance*, which he painted in just two weeks. "I saw the line art for the Freeblade Warglaive in the new codex," says Michael, "and I really liked the design. I mentioned to the rest of the team that I would love to paint a Knight that way, but they said I would never finish it on account of my (normally) slow painting. So I decided to prove them wrong!

"I painted the Knight in sub-assemblies, keeping the armour panels separate to the metal skeleton for ease of painting. The lower panels I basecoated with Averland Sunset spray, highlighted with Dorn Yellow, then washed with Reikland Fleshshade. I then gave them a glaze of Lamenters Yellow to make them more vibrant. The skeleton I sprayed Leadbelcher and washed with Nuln Oil and Agrax Earthshade.

Manifest Vengeance is just one of several Imperial Knight Freeblades featured in Codex: Imperial Knights. Michael made it his mission to copy the design presented in the codex as accurately as possible, even down to the weapons the model is armed with and the head design.

"I sprayed the carapace and shoulder pads Mechanicus Standard Grey, then set about creating the hexagonal pattern. I started by painting horizontal guidelines onto the carapace in Kabalite Green, Xereus Purple and Dawnston I then carefully drew in the diagonal lines in eac colour to create the shape of each hexagon, so green diagonal lines around the green line and purple lines around the purple ones. The grey hexagons were formed by the creation of the other two coloured hexagons. I then blocked in the hexes to create the final pattern. I think it came out rather well!"

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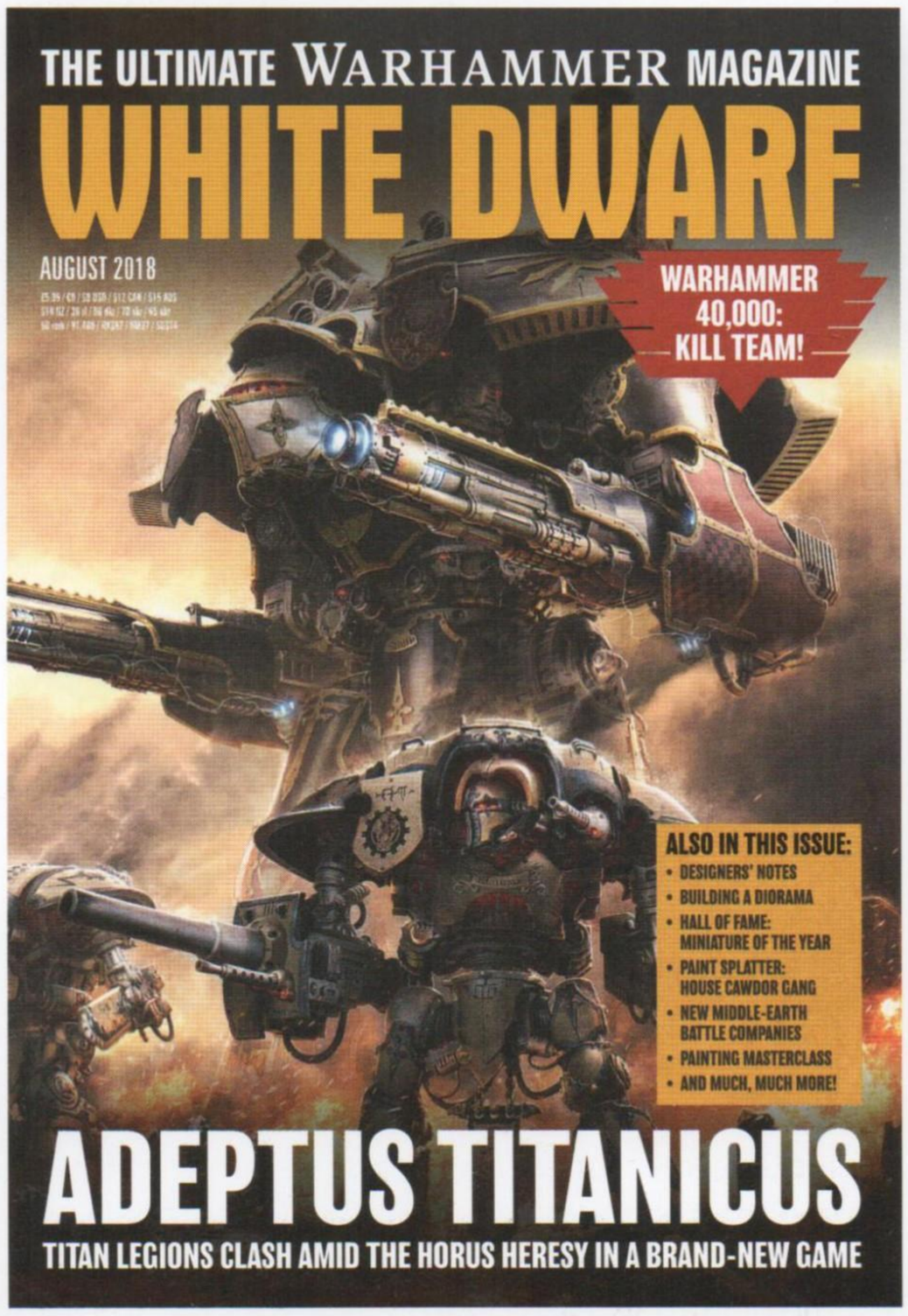

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