THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

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ALSO IN THIS ISSUE:

- BEASTS OF CHAOS
- 'EAVY METAL MASTERCLASS
- GOLDEN DEMON SLAYER SWORD WINNER!
- THE ULTIMATE GUIDE TO... THE TITAN LEGIONS
- BATTLEGROUND: AN IMPERIAL CATHEDRA
- TWO BATTLE REPORTS
- AND MUCH, MUCH MORE!

THE NIGHTVAULT OPENS

MAGIC COMES TO SHADESPIRE WITH A NEW EDITION OF WARHAMMER UNDERWORLDS

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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.

Dedicada a Guler

SOBEK
KOLIA
KALLUM
DEZSCO
BIANEO
&
OTHERS

-BLACK-

sorceress

WHITE DWARF™

OCTOBER 2018

IN SHADESPIRE, THE NIGHTVAULT OPENS...

Welcome to October's White Dwarf. This month, amongst much else, we return to the city of Shadespire and the Warhammer Underworlds game. Warhammer Underworlds has always been somewhat different to our other games and, like you, we've been waiting to see what's next. Well, now the answer is here – a new Core Set for the game, introducing magic, and a slew of new warbands. Elsewhere, we've got modelling, painting, collecting and gaming articles from no less than five games in the issue, with Kill Team and Warhammer Age of Sigmar Battle Reports, the building of an Imperial cathedra for Warhammer 40,000, a Paint Splatter for Adeptus Titanicus and more.

They say none may escape the Mirrored City, but, in other news this month, one brave adventurer has found their way out of the White Dwarf bunker – Assistant Editor Michael is departing for a new life in some distant realm apparently blessed by constant sun. Surely mythical, we say, but we wish him all the best in his quest to the other side of the world all the same. Michael promises to send us photos of all the miniatures he's going to paint now he doesn't have to spend all day correcting everyone else's tpyos.

And, with that, enjoy the issue!

Matt K

WHAT IS WHITE DWARF?

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

We have a saying in the White Dwarf office: "Every issue is somebody's first." If you are a newer reader or you've been away for a while, check out the 'Start Here' section over the page (you can find it 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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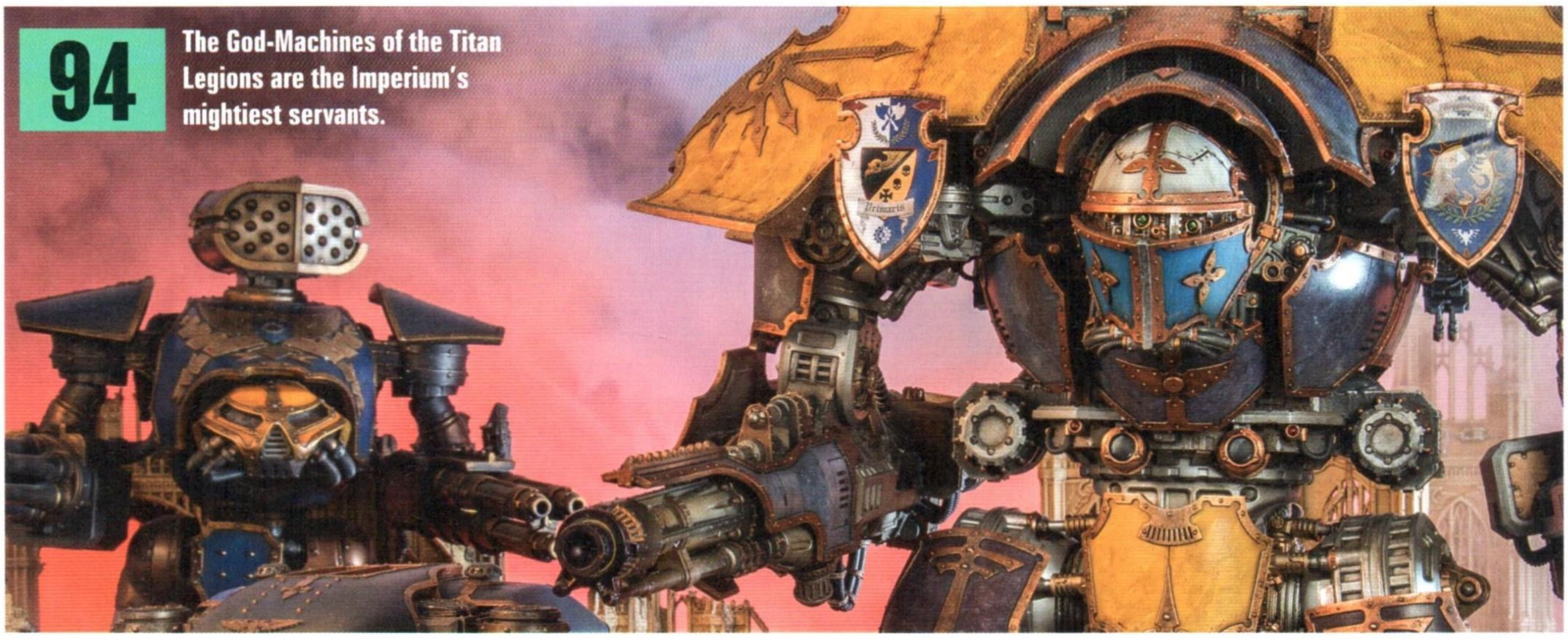
If you're new to our games and worlds, you can find out more about all of our key games and brands in the White Dwarf Guide on page 140.



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PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

WARHAMMER UNDERWORLDS:

NIGHTVAULT

Rival warbands of brave warriors and mighty wizards delve ever deeper into the catacombs of Shadespire...

RISE OF THE XENOS

Two alien kill teams are unveiled for Warhammer 40,000: Kill Team: the Exalted Scythe (Necrons) and Advance Team Starpulse (T'au). There is also a new Killzone Environment for them to fight over. See page 18 for details.

NIGHTVAULT

If you love playing Warhammer Underworlds, then you're in for a treat this month. There's a huge selection of new releases, from a brand-new core set to new warbands, deck boxes, carry cases and more! Turn the page to find out more.

RELEASE THE (WAR)HOUNDS!

This is, in fact, exactly what the Specialist Games Studio are doing this month. Indeed, the fast and agile Warhound Titans will soon be available for the first time in Horus Heresy: Titan Legions. Read more on page 20.

WARHAMMER UNDERWORLDS: NIGHTVAULT

When the Shyish necroquake ravaged the Mortal Realms, not even the Mirrored City of Shadespire was immune to its touch. The labyrinthine catacombs beneath its haunted streets were shaken to their core, opening new passageways to a long-forgotten sublevel known as the Nightvault. Within the depths of these enchanted chambers could be found ancient lore and mighty artefacts of power. But as with all things found within that cursed city, nothing comes without cost – such treasures must be earned with the blood of rivals. The necroquake also stirred up the latent magical energies trapped within Shadespire, empowering those with the strength to bend it to their will. Powerful wizards have since been seen fighting alongside adventurous warbands in the Nightvault with ever greater frequency. Learn all about it on page 6.

CHECK OUT THIS MONTH'S COVER FEATURE ALL ABOUT THE STARTER SET AND NEW WARBANDS ON PAGE 36

FIVE THINGS WE LOVE IN... OCTOBER

5 If you were as excited as us about the release of Kill Team: Rogue Trader last month, turn to page 82 to see its rules writer Robin Cruddace and his regular playtest partner Stu Black fight their way through the four narrative missions included in the expansion, using the Elucidian Starstriders and their mutated nemeses, the Gellerpox Infected.

WAKE THE DEAD

Vigilus, a world already ablaze with the fires of war, is assailed anew – this time by an Aeldari warhost from the Saim-Hann Craftworld. Only a small Primaris strike force from the Ultramarines 2nd Company stands ready to oppose the xenos invasion, but the deathless might of a Wraithguard contingent and the powerful Spiritseer that leads them may yet prove their undoing. Turn to page 14 to learn more about Warhammer 40,000: Wake the Dead.

BEASTS OF CHAOS

The Beasts of Chaos call themselves the true children of Chaos. This is with good reason, for their culture (such as it is) glorifies the dark gods through brutality and raw physical might and unifies the various warherds, beastherds, Thunderscorn Dragon Ogors and many varieties of monstrous beast that plague the dark corners of the Mortal Realms. Check out their new battletome and more besides on page 16.

THE NIGHTVAULT OPENS

Vast wealth and forbidden knowledge is yours for the taking should you triumph over your rivals in the Nightvault. Here, we look at the new Warhammer Underworlds starter set and the new warbands available this month. Plus, tactical insight from veteran players!

WARHAMMER UNDERWORLDS: NIGHTVAULT

Available: Now

£40, €50, 400dkr, 480skr, 440nkr, 200zł, USA $60, Can $70, Aus $95, NZ $115, ¥8,500, 400rmb, HK$550, RM250, SG$95

Available in English, French, German, Italian, Spanish, Japanese, Chinese and Russian languages. See www.games-workshop.com for more information.

The Nightvault core set represents the latest evolution of the hugely popular Warhammer Underworlds game. Not only have the game mechanics been subtly refined but new rules have been added that enable players to assail and confound their foes with magic spells or use them to empower their own fighters. The set also includes two new warbands: Stormsire's Cursebreakers – a Knight-Incantor and pair of Evocators hailing from the Stormcast Eternals Sacrosanct Chambers – and the Thorns of the Briar Queen, a Nighthaunt host of Chainrasps led by a sorcerous banshee. All models are Easy to Build and don't require glue to assemble, so you'll be ready to play within minutes of opening the box! The core set also includes a pair of new double-sided gaming boards as well as a host of new upgrade, ploy and objective cards.

RULES UPDATE!

The Nightvault core set adds a few new elements to the Warhammer Underworlds rules. The most notable one has to be magic! Ploy cards are joined by spells and together now called gambits. To aid with haphazard spells and other random effects, there's also a new scatter mechanic. Lastly, there's now lethal hexes, so be careful where you move your fighters! And best of all, all previously released rules stay current.

THORNS OF THE BRIAR QUEEN

Lead background writer Phil Kelly is a jack of all trades and a master of more than one – including using the Thorns of the Briar Queen.

- These Nighthaunts ignore lethal terrain, so choose a board with lethal hexes and use it as a weapon to finish off tough opponents.
- This warband is deceptively fast – Varclav can push all five (count 'em) Chainrasp models two hexes as an action. This does not count as a move and can be done multiple times.
- I like to move the Briar Queen forward and use a ploy to put her on guard. Anyone who attacks her and stays adjacent will inspire her!

KEY GAMBIT CARDS AND UPGRADES TO CONSIDER

Inescapable Vengeance is basically a teleport upgrade for the Briar Queen. With her in-built Range 2 and this ability to appear on any starting hex, nowhere is safe.

Howling Vortex is a game-changing spell, especially against objective decks. Once cast, you can push all enemy fighters up to one hex – and can inspire your fighters as a result.

I love Face of Death, which can subtract a dice from an attack, for the idea of a Chainrasp lifting its cowl and showing something 'orrible beneath. Booga booga!

The two new warbands in the Nightvault core set are designed to let you make great use of the new magic rules – between the two warbands, there's no less than four wizards!

The Thorns of the Briar Queen are a Nighthaunt warband tasked by the Great Necromancer to hunt those that dare to stalk the catacombs of Shadespire. The Briar Queen herself **(4)** was once a potent sorceress who was cruelly cursed by Nagash to live out eternity as a malicious banshee. Drifting ever in her wake is Varclav the Cruel **(6)**, who takes malicious delight in driving his Chainrasp charges into battle. The Ever-hanged **(1)** is the greatest of the many Chainrasps **(2, 3, 5 and 7)** enacting the Briar Queen's will in Shadespire.

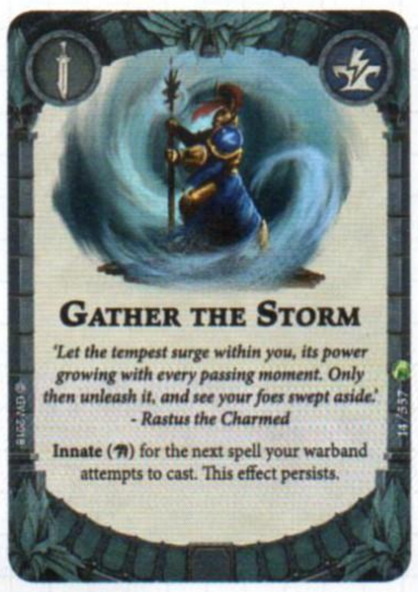
The warband known as Stormsire's Cursebreakers are a trio of Stormcast Eternals that hail from the Hammers of Sigmar Sacrosanct Chambers. First among them is Knight-Incantor Averon Stormsire **(9)**, who was hand-picked by Sigmar himself to lead an expedition into Shadespire in an attempt to discern a way to free the Mirrored City from Nagash's fell curse. He is accompanied by the Evocators Rastus the Charmed **(8)** and Ammis Dawnguard **(10)**, who are fiercely loyal to their leader and mentor.

STORMSIRE'S CURSEBREAKERS

Rules writer James Gallagher's gaming skills have earned him a fearsome reputation – he currently favours Stormsire's Cursebreakers.

- All models in this warband are wizards, so you can keep using spell gambits even after one of your wizards is slain, as well as having more flexibility about where to cast your spells from.
- Stormcast Eternals fighters are great individual fighters with a good defence and powerful attacks, so can triumph in almost any fair fight.
- Ammis and Rastus have spells which target themselves and are quite easy to cast, allowing them to inspire themselves early in the game.

KEY GAMBIT CARDS AND UPGRADES TO CONSIDER



Gather the Storm is a great ploy for ensuring that Ammis Dawnguard or Rastus the Charmed can cast Empower successfully, powering them up and inspiring them.

Eye of the Storm is a useful upgrade that will add a Channel result to all of your casting rolls for that wizard – great for Empowers or other spell gambits.

Tempest's Might is a fantastic upgrade for Averon Stormsire, adding more damage to his Fulmination attack as well as any other spell Attack actions he casts.

WARHAMMER UNDERWORLDS: NIGHTVAULT EYES OF THE NINE

EYES OF THE NINE

Pre-order: 06 Oct
Available: 13 Oct

£17.50, €22.50, 180dkr, 220skr, 190nkr, 90zł, USA $30, Can $35, Aus $50, NZ $60, ¥4,000, 180rmb, HK$240, RM110, SG$40

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

The Eyes of the Nine are made up of an eclectic mix of Disciples of Tzeentch, including a Magister, Tzaangor, Kairic Acolytes and even some daemonic Horrors. The set includes six blue plastic Easy to Build miniatures that can be assembled without glue. Also included is a deck of 60 cards unique to this set, one of which details the history of the Eyes of the Nine warband. The other cards comprise 30 universal cards (10 objectives, 10 upgrades and a total of 10 spell and ploy gambits) as well as 29 other cards that are designed to augment the warband itself, complementing its play style and magical powers.

The Eyes of the Nine have been trapped within the Mirrored City of Shadespire since Nagash first cursed it to a timeless limbo centuries ago. The warband took its name from the Gaunt Summoners, the nine masters of the Silver Towers, who they still serve in spite of their enforced isolation.

The Eyes of the Nine are led by a powerful Magister by the name of Vortemis the All-seeing **(2)**, who guides his brethren through the maze-like tunnels of the Nightvault with his otherworldy vision. His acolytes assist him in his quest to use Shadespire's magical relics to meld the Mirrored City with the Silver Towers, allowing the maddened daemons within the Architect of Fate's Crystal Labyrinth to spill forth. Narvia **(1)** and Turosh **(4)** are fierce rivals, both secretly plotting each others' demise. The bestial K'charik **(6)** recalls with perfect clarity each death that he has died since entering Shadespire – but also each victory, making him a fearsome fighter. Lastly, Vortemis can summon daemonic Horrors **(3 and 5)** into being once battle is joined.

EYES OF THE NINE

In between crafting exciting narrative for our publications, Alex Tuxford has become a chosen Disciple of Tzeentch.

- The Eyes of the Nine are swift and boast impressive ranged attacks. Use this to threaten large areas of the battlefield.
- K'charik is inspired when a wizard in an adjacent hex casts a spell, so use him to guard Vortemis or to hunt down enemy wizards.
- The Horrors can be an unsettling surprise for your opponent and can be used to grab backfield objectives or otherwise mess with your opponent's strategy.

KEY GAMBIT CARDS AND UPGRADES TO CONSIDER

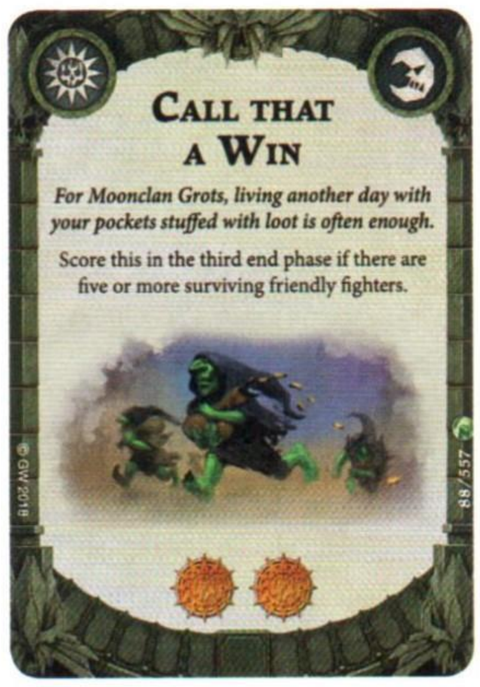
Wracking Change lets you finish off enemies after chipping away at them at range. It can also be used after your opponent's activation to inspire K'charik before he charges.

Bizarre Capering increases the resilience of your Horrors. And even if they are taken out, the upgrade remains on them the next time they are summoned!

Arcane Familiar greatly improves the sorcerous potential of Vortemis, allowing him to cast spells requiring Channel symbols with ease (and can even save him from a miscast).

WARHAMMER UNDERWORLDS: NIGHTVAULT ZARBAG'S GITZ

Zarbag's Gitz are the largest warband for Warhammer Underworlds to date, comprising a motley assemblage of nine Moonclan Grots (okay, you caught us – we meant seven grots and two cave squigs!). Similarly to the other warbands released this month, Zarbag's Gitz are all yellow plastic Easy to Build models which you can build without glue. The set includes a deck of 60 cards, half of which can only be used with Zarbag's Gitz and the other half of which are universal, so can be used in a deck alongside any other warband. One of the cards also describes the background of Zarbag the Moonclan Shaman and his warband.



Zarbag the Shaman **(5)** has been on a mushroom-addled rampage through the darkened underbelly of Shadespire for longer than he can remember (which is actually only since he last ate a Deffcap mushroom, so it's difficult to say!). He wanders far and wide through the bowels of the Mirrored City, spreading fungal spores wherever he can, all the while excitedly zapping enemies he happens upon with untamed Waaagh! energy. Following their boss are Zarbag's Gitz: Redkap **(4)**, Prog da Netter **(6)**, Snirk Sourtongue **(7)**, Dibbz **(8)**, Stikkit **(9)**, Drizgit da Squig Herder **(2)** and his two charges, the ever-hungry cave squigs Gobbaluk and Bonekrakka **(1 and 3)**. Though individually weak, they are more than capable of shooting down or swarming even the most formidable foe.

ON PAGE 36, WE EXPLORE THE DEPTHS OF THE NIGHTVAULT AND ALL THAT'S NEW ABOUT IT

ZARBAG'S GITZ

Pre-order: 06 Oct
Available: 13 Oct

£17.50, €22.50, 180dkr, 220skr, 190nkr, 90zł, USA $30, Can $35, Aus $50, NZ $60, ¥4,000, 180rmb, HK$240, RM110, SG$40

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

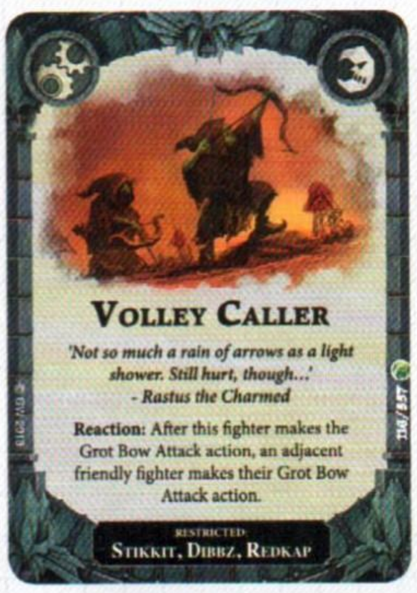
ZARBAG'S GITZ

David Sanders not only designed the Warhammer Underworlds: Nightvault rules but he has become a full-on sneaky git with Zarbag's Gitz.

- Zarbag's Gitz comfortably outnumber every other warband in the game. They boast a massive nine fighters which gives you plenty of bodies to get the job done.
- All of the grots in the warband have the Scurry rule, which lets them scamper around in twos, threes or more if you position them right!
- The Fanatic, Snirk Sourtongue, is a terrifying (if somewhat unreliable) frontline fighter that can sow chaos and carnage among your enemies.

KEY GAMBIT CARDS AND UPGRADES TO CONSIDER

Jealous Hex is a great spell that brings the fighter with the highest Wounds characteristic down a peg or two, giving you an opportunity to take them out against the odds.



Grots are really at their best when ganging up on someone and Volley Caller lets them do just that, unleashing an unexpected extra Attack action at range.

Stab 'em in the Knee has brutal potential if you can surround an enemy fighter. By using your weight of numbers and the Scurry rule, this is entirely possible!

WARHAMMER UNDERWORLDS: NIGHTVAULT ARCANE HAZARDS

The Arcane Hazards kit adds a three-dimensional edge to your games of Warhammer Underworlds: Nightvault by providing scenery that can be placed atop blocked hexes on your gaming board. The terrain pieces have been designed to match the artwork of the blocked hexes on the boards in the Nightvault core set but are also compatible with all of the other boards that have been released for the game to date. The scenery pieces all come in teal-coloured plastic and have been designed as Easy to Build components that don't require glue, enabling you to get them ready for use in a game within minutes. The terrain pieces fit in neatly with the Warhammer Age of Sigmar scenery range, so they can also serve as scatter terrain on your battlefields.

WARHAMMER UNDERWORLDS: NIGHTVAULT DECK BOX

If you're like us and have amassed a healthy collection of objective and power cards to choose from, then look no further than the Warhammer Underworlds: Deck Box to keep them safe in. The box itself is made from durable cardboard for a rigid structure and its lid fits snuggly over the cards stored within to ensure that they are well protected. Its width has been carefully selected to cater for your cards even if they have been inserted into the Warhammer Underworlds range of protective sleeves. Each deck box fits approximately 75 cards within it, though this number will be marginally less if the cards have been sleeved. As part of the Warhammer Underworlds range, the deck box is emblazoned with the Nightvault logo.

NIGHTVAULT ARCANE HAZARDS

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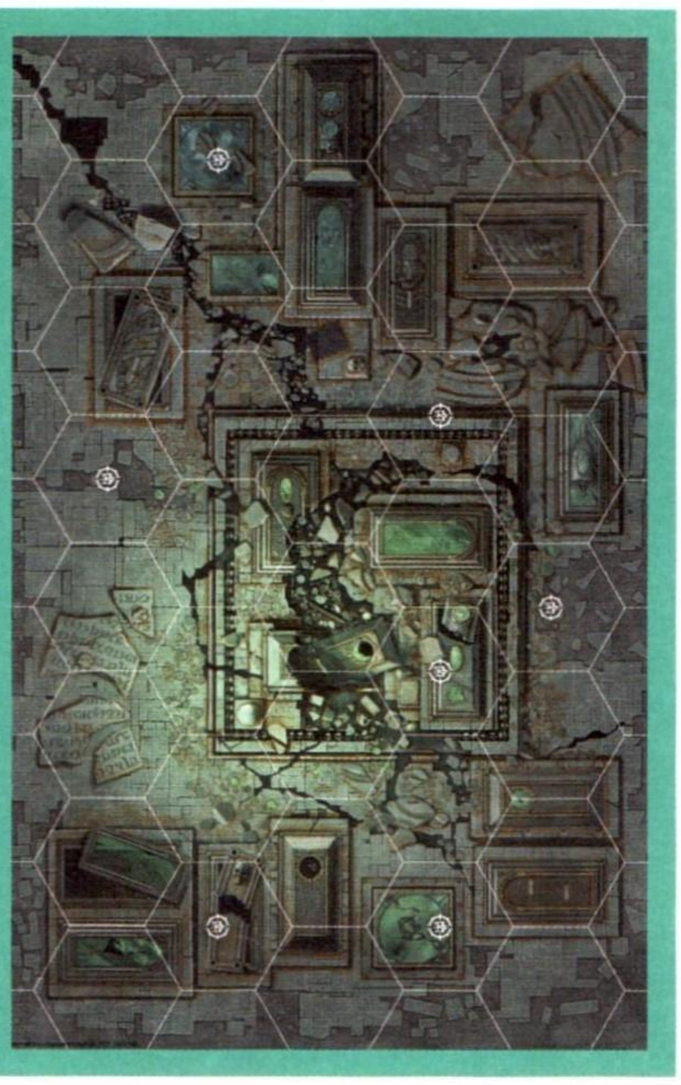
WARHAMMER UNDERWORLDS: MIRRORED CITY BOARDS PACK

For those of you that are just beginning your adventure into the depths below Shadespire, the Mirrored City board pack enables you to get your hands on the two double-sided gaming boards that were originally only available in the Warhammer Underworlds: Shadespire set (which is no longer on sale). So even if you're just getting in to the game, you won't miss out – after all, the more boards you have, the greater variety of battlefields your warbands will be able to fight over!

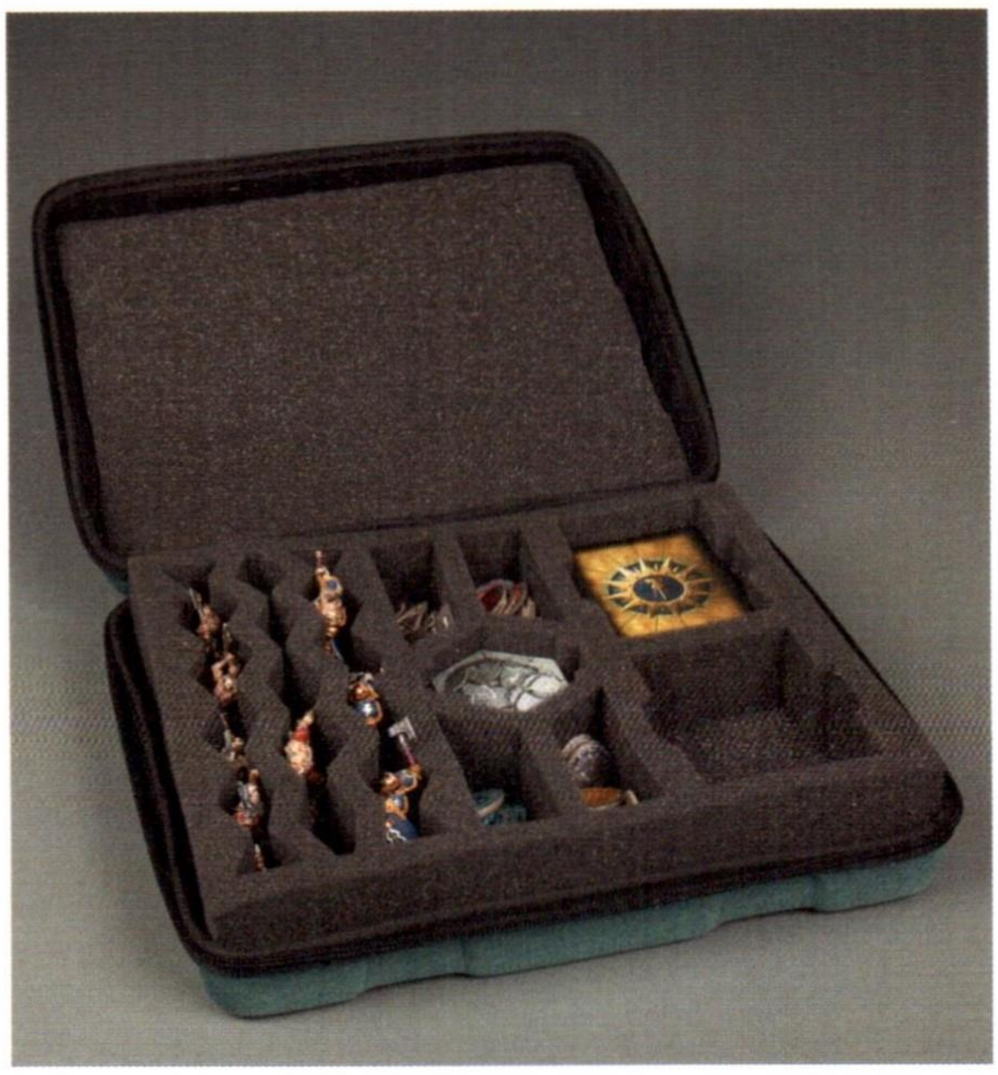


WARHAMMER UNDERWORLDS: NIGHTVAULT DASHBOARD

The Nightvault Dashboard is a handy aid for playing games of Warhammer Underworlds: Nightvault – a mat designed to help you organise your cards and tokens while keeping track of model activations and rounds during the game. The mat itself is made of neoprene, a lightweight and durable material that can be folded without fear of leaving permanent creases in the fabric. The dashboard has a number of useful tracking features: there's draw and discard piles for both your objective and power cards, an activation tracker, a round tracker and a split area for placing your spent and unspent glory point tokens. The mat also features a stitched edge for added strength and an anti-slip base to help keep it in place.

WARHAMMER UNDERWORLDS: NIGHTVAULT CARRY CASE

The Warhammer Underworlds: Nightvault Carry Case has been specifically designed for the Warhammer Underworlds game. Despite its compact size, it can safely carry all your gameboards, cards and miniatures to their destination: one side contains three rows of channel foam enabling you to securely transport multiple warbands, while the other side has foam spaces designed to store your cards, tokens and dice. There is also a space above the internal foam that can comfortably fit two gaming boards to play on. The carry case itself comes in an innovative and highly protective rigid foam, designed to absorb damage by flexing upon impact. The carry case is teal and bears the Nightvault logo on one side.



NIGHTVAULT CARRY CASE

Available: Now

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

NIGHTVAULT CARD SLEEVES

Available: Now

£5, €6.50, 50dkr, 60skr, 55nkr, 25zł, USA $8, Can $10, Aus $14, NZ $17, ¥1,200, 50rmb, HK$70, RM30, SG$12

NIGHTVAULT MAGIC DICE

Available: Now

£5, €6.50, 50dkr, 60skr, 55nkr, 25zł, USA $8, Can $10, Aus $14, NZ $17, ¥1,200, 50rmb, HK$70, RM30, SG$12

WARHAMMER UNDERWORLDS: ECHOES OF GLORY

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, Spanish, Chinese, Japanese and Russian editions.

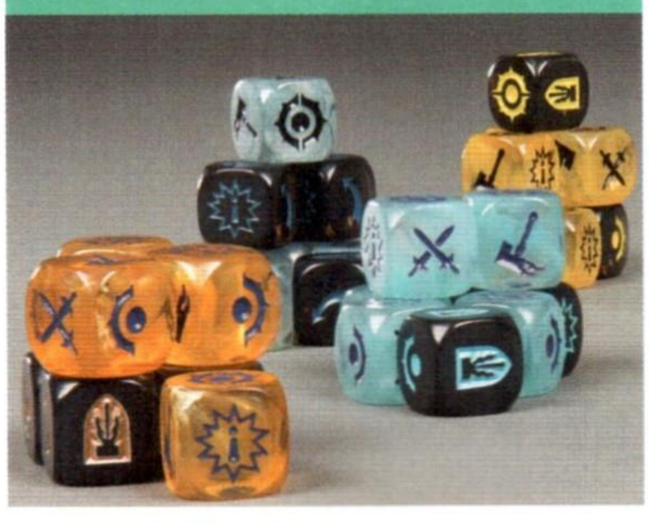
NIGHTVAULT DICE

Available: Now

£6, €8, 60dkr, 70skr, 65nkr, 30zł, USA $10, Can $12, Aus $16, NZ $20, ¥1,400, 60rmb, HK$80, RM35, SG$14

DICE UP YOUR SLEEVES?

This month also sees the release of four dice sets and card sleeve sets designed to complement the new warbands out this month, namely Stormsire's Cursebreakers, the Thorns of the Briar Queen, Zarbag's Gitz and the Eyes of the Nine. Each dice set includes eight D6 (five attack dice and three defence dice) with debossed details in the colours of their warband – gold, teal, yellow and blue, respectively. The card sleeve sets include 12 objective card and 20 power card sleeves with art on the reverse, as well as a number of clear character cards equal to the number of models in each respective warband.



MAGICAL BAUBLES

One of the innovations introduced to the game by Warhammer Underworlds: Nightvault is the ability for wizards to cast magic. With these new powers comes the requirement of new dice to manifest them. The Warhammer Underworlds: Nightvault core game includes a set of magic dice, but if you fancy getting hold of an alternative set of dice cast in four swirling colours (representing the roiling currents of magical energy), or want to get hold of some dice without the need to pick up the Nightvault core game itself, then the Warhammer Underworlds: Magic Dice set is for you. They each feature critical success, channel and focus faces.

ECHOES OF GLORY

If you're new to Warhammer Underworlds and missed the opportunity to pick up the two warbands from the Shadespire set – Garrek's Reavers and Steelheart's Champions – they will be available separately as of this month (see overleaf for further details). These sets actually include new objective, gambit and upgrade cards to bring them in line with other warband expansions. However, if you already own these warbands from the original set, Warhammer Underworlds: Echoes of Glory is a 62-card set that is designed specifically to help bring your universal card collection up to date without the need to purchase the expansion sets of Garrek's Reavers and Steelheart's Champions and end up with duplicate miniatures and faction cards.

WARHAMMER UNDERWORLDS: STEELHEART'S CHAMPIONS

STEELHEART'S CHAMPIONS

Pre-order: 06 Oct
Available: 13 Oct

£17.50, €22.50, 180dkr, 220skr, 190nkr, 90zł, USA $30, Can $35, Aus $50, NZ $60, ¥4,000, 180rmb, HK$240, RM110, SG$40

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

Steelheart's Champions are a trio of Stormcast Eternals that have been trapped within the Mirrored City for days beyond counting, defeating all who stood in their way. With access to the Nightvault revealed at last, Severin Steelheart and his companions continue their quest into the dark depths below the city. This set includes three Easy to Build Stormcast Eternals in blue plastic that don't need glue to assemble, as well as 60 unique upgrade, objective and ploy cards divided between universal and faction cards.

1

The cards available in this warband expansion have been updated from those available in the original Warhammer Underworlds: Shadespire set and now include a number of new universal cards (which are usable by any warband). For example, there's a spell gambit included, – Sphere of Hysh **(1)** – which channels energy from the Realm of Light, and a powerful upgrade that works well for warbands that comprise a few hardy fighters (like Steelheart's Champions) – Cloak of Shadows **(2)**.

2

WARHAMMER UNDERWORLDS: GARREK'S REAVERS

GARREK'S REAVERS

Pre-order: 06 Oct
Available: 13 Oct

£17.50, €22.50, 180dkr, 220skr, 190nkr, 90zł, USA $30, Can $35, Aus $50, NZ $60, ¥4,000, 180rmb, HK$240, RM110, SG$40

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

The Bloodreavers of Garrek Gorebeard's warband serve their infernal master Khorne by spilling rivers of blood in his name in pursuit of the hated Stormcast Eternals. Despite having become hopelessly lost in the catacombs below the Mirrored City, they care not while there are foes aplenty yet to slay. The set includes five Garrek's Reavers miniatures in red plastic, all of which are Easy to Build and need no glue to put together, as well as 60 cards split between faction cards and others that are usable by any warband.

1

2

As with Steelheart's Champions, the set includes a number of new universal cards inspired by the bloodthirsty character of Garrek's Reavers. For example, Arcane Implosion **(1)** is an objective card that doubtless represents Khorne's loathing of sorcery by rewarding the ironic death of a wizard in the act of casting a spell. Similarly, the Instinctive Denial card **(2)** helps counter enemy magic – perhaps a boon from the Blood God himself?

OCTOBER IN BLACK LIBRARY

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

WARHAMMER CHRONICLES

NECROMUNDA

INFERNO!

BY VARIOUS AUTHORS

Inferno! Volume 1 showcases some of the best new fiction from across Games Workshop's many universes; from the grim darkness of the 41st millennium, to the brutal Underhive of Necromunda, through to the sprawling realms of the Age of Sigmar and the ancient lands of Warhammer Chronicles.

PAPERBACK | EBOOK

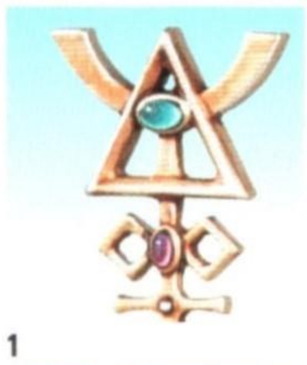
For these stories and more go to *blacklibrary.com*, *games-workshop.com*, Games Workshop and Warhammer stores, all good book stores or visit one of the thousands of independent retailers worldwide, which can be found at *games-workshop.com/storefinder*

WAKING THE DEAD

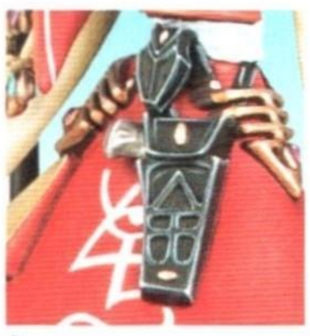
Following hot on the heels (should that be claws or paws?) of Tooth and Claw last month comes another exciting boxed set located on the war-torn world of Vigilus – Warhammer 40,000: Wake the Dead, which pits the Ultramarines against the Aeldari of Saim-Hann.

WARHAMMER 40,000: WAKE THE DEAD

The war ravaging the planet of Vigilus continues to escalate as Primaris Space Marines of the Ultramarines Chapter do battle against an invading force from the Saim-Hann Craftworld. Seeking to destabilise the Imperium's defences, an Aeldari warhost has launched a lightning strike at the planet's government, forcing the Ultramarines to hastily muster a strike force to intercept them. The Aeldari forces are augmented by the presence of a powerful cadre of Ghost Warriors as well as the psychic might of a Spiritseer, but a zealous Primaris Lieutenant is determined to thwart their plans. Warhammer 40,000: Wake the Dead contains 32 Citadel miniatures (divided between the forces of the Aeldari and Adeptus Astartes) as well as a 40-page booklet that features the narrative of the campaign and four Echoes of War missions that help you refight its key battles.



1



2

A Spiritseer is an Aeldari psyker attuned to their Craftworld's Infinity Circuit, as denoted by the runic infinity symbol on top of their witch staff **(1)**. In battle, a Spiritseer channels the eldritch power of Runes of Battle, but can also fight with Aeldari blade and a shuriken pistol **(2)**.

FIVE THINGS WE LOVE IN... OCTOBER

4 This is a month of game mastery. Firstly, the Middle-earth team's own Lords of the West, Adam Troke and Jay Clare, delve into the three different ways to play the Middle-earth Strategy Battle Game on page 102. Secondly, Warhammer Age of Sigmar whizzes Rhuairidh James and Martin Morrin (fresh from his victory at Heat 2 of the Warhammer Age of Sigmar Grand Tournament no less!) reveal tips for competitive gameplay on page 60.

1

2

3

WAKE THE DEAD

Pre-order: Now
Available: 06 Oct

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

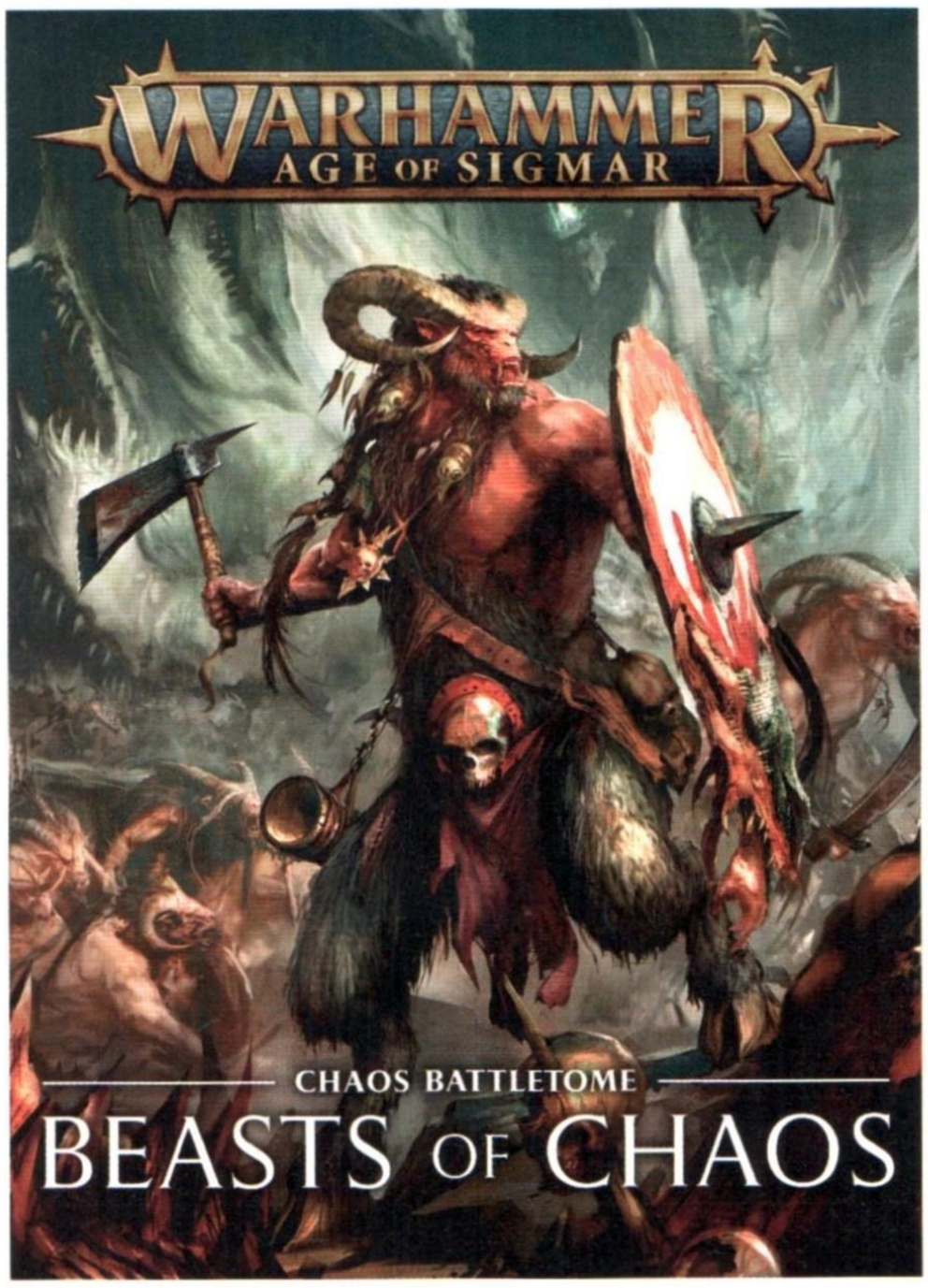
Available in English, French and German editions.

The new Space Marine Primaris Lieutenant, like the Spiritseer, is unique to the Wake the Dead boxed set. The Lieutenant miniature displays a holy zeal, clutching a reliquary in his raised sword hand **(1)** while another hangs from his belt. His power armour is lavished with embossed markings and details befitting of his senior rank, such as haloed skulls on his vambraces **(2)** and a laurel wreath that crowns his helmet **(3)**.

CHILDREN OF CHAOS

The Beasts of Chaos have gathered in numbers not seen since the Age of Chaos. The Mortal Realms will soon tremble beneath their cloven hooves. Indeed, this month sees the release of a new battletome, endless spells and even a scenery piece for the Beasts of Chaos!

BEASTS OF CHAOS ARMY ESSENTIALS



BATTLETOME: BEASTS OF CHAOS

This 104-page battletome is your monster-laden primer for fielding Beasts of Chaos armies in battle. The book introduces the primaeval origins of the true children of Chaos and explains what drives their relentless desire to burn down and destroy the free civilizations of the Mortal Realms. They are led by Alphabeasts – the fiercest and strongest of their herds in a brutal society of survival of the fittest. The battletome includes warscrolls for the Brayherd, Warherd and Thunderscorn factions as well as a selection of deadly monsters of Chaos (including the Jabberslythe, Cockatrice and Chimera). Due to the haphazard nature of a typical Greatfray (a Beasts of Chaos army), its allegiance abilities affect Brayherd, Warherd and Thunderscorn units regardless of its composition. The battletome also includes two new spell lores (Dark Storms and the Twisted Wilds) as well as the rules for three unique endless spells and a hoard of artefacts of power.

BATTLETOME: BEASTS OF CHAOS

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

BATTLETOME: BEASTS OF CHAOS 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.

WARSCROLL CARDS: BEASTS OF CHAOS

With a new battletome come the accompanying warscroll cards! This handy set comprises 25 unit and three endless spell warscroll cards as well as a scenery warscroll card for the Beasts of Chaos Herdstone (see opposite). As if this wasn't already useful enough, the set also includes a pair of double-sided push-out card gaming tokens to help you to keep track of your command points as well as the Primordial Call battle trait and a selection of spells and abilities your units can use.

WARSCROLL CARDS: BEASTS OF CHAOS

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.

CHAOS THEORY

If you want to throw the odds in your favour, why not seek the favour of the Dark Gods by getting your hands on a set of Beast of Chaos dice? The set includes 20 square-edged dice cast in brown plastic with bone markings. Each facing depicts a crude round shield. However, an Ungor skull adorns the 1 and the Beasts of Chaos icon features on the 6.

BEASTS OF CHAOS DICE

Available: Now

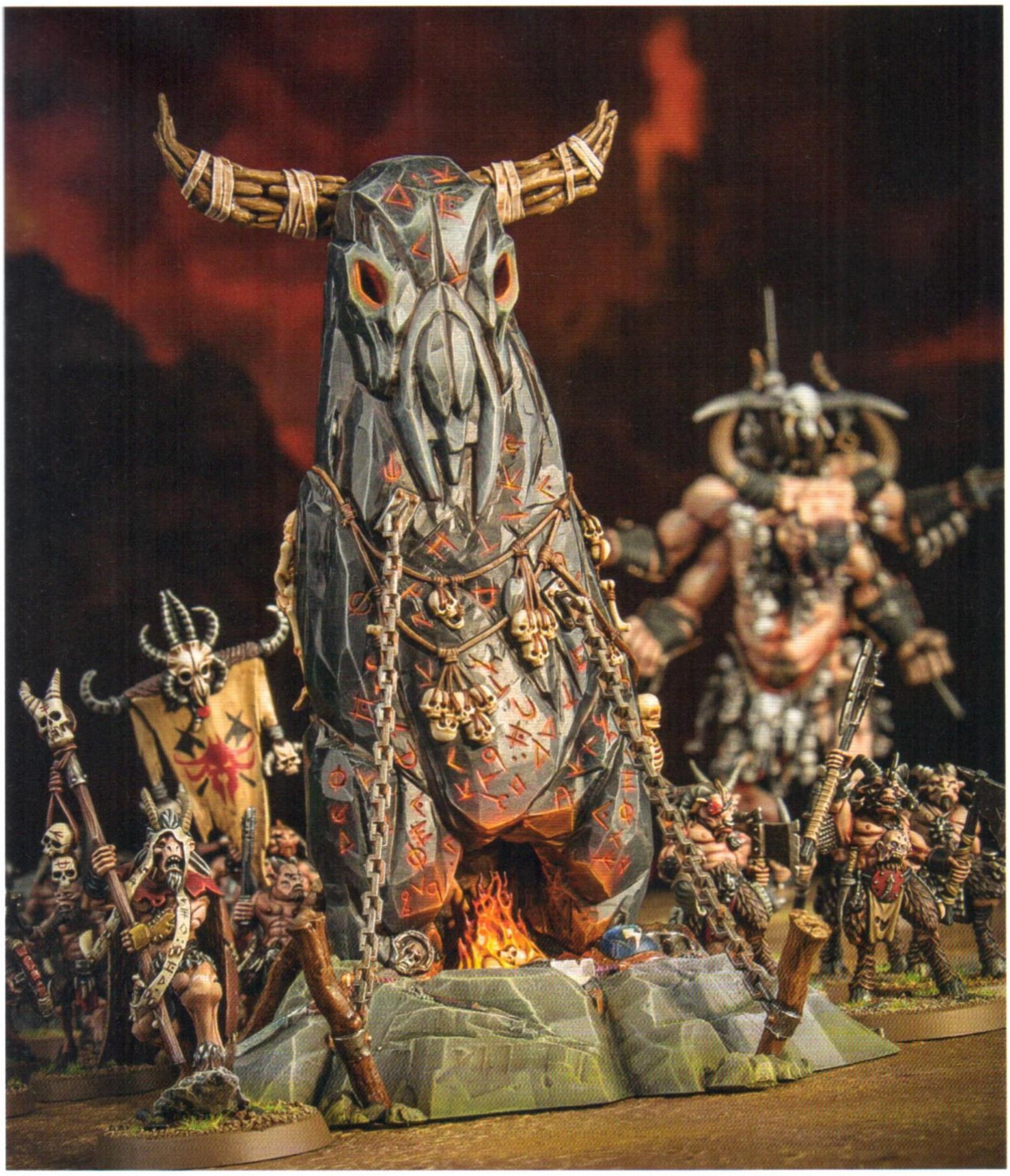
£12.50, €15, 130dkr, 150skr, 140nkr, 63zł, USA $20, Can $25, Aus $35, NZ $40, ¥2,900, 130rmb, HK$170, RM80, SG$30

FIVE THINGS WE LOVE IN... OCTOBER

3 **If the idea of Martin and Rhu giving advice on competitive play in this issue's General's Almanac isn't enough for you, then turn to page 66 to see how they got on when they put their theories to the test in a Warhammer Age of Sigmar Battle Report! Rhu debuts the new Beasts of Chaos battletome by fielding his rampaging horde against Martin's Stormcast Eternals in an epic clash of generalship.**

BEASTS OF CHAOS ENDLESS SPELLS

Beasts of Chaos wizards can channel three primal endless spells. A Ravening Direflock can be summoned to torment nearby foes with waking nightmares of impending doom. The aetheric cacophony unleashed by the Doomblast Dirgehorn can perturb even the most stoic warriors and grows stronger and louder with every passing moment. Meanwhile, a Wildfire Taurus can be summoned to stampede through the ranks of the foe, its molten fury immolating those in its path and hurling the survivors of its passing to the ground where they are pounced on by the Greatfray's warriors.



BEASTS OF CHAOS HERDSTONE

Herdstones have been synonymous with the Beasts of Chaos ever since their inception many years ago. For the first time, players can now get hold of their very own Herdstone! The Beasts of Chaos gather at these crude monoliths to commune with the Dark Gods and offer sacrifices of blood. The Herdstone itself is adorned with a grisly array of skulls, bones and weapons that have been claimed as trophies in battle and placed on this standing altar to honour the Chaos Gods. The rock of the Herdstone has been roughly hewn into the shape of a bestial face crowned by horns made of scavenged wood, its eyes lit from within by the fire below.

ENDLESS SPELLS: BEASTS OF CHAOS

Available: Now

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

BEASTS OF CHAOS HERDSTONE

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

WARHAMMER 40,000: KILL TEAM

The releases for Warhammer 40,000: Kill Team continue apace this month, with two new kill team expansions and accompanying dice sets as well as a new Killzone Environment – this time set among the defence lines and fortifications of a Wall of Martyrs.

FOR THE GREATER DICE

Two dice sets are being released alongside the new kill teams this month, each containing two D10s and six D6. The D6s in both sets feature the Kill Team logo on the 1, with the T'au Empire or Necron icons on the 6 in each case. The T'au Empire dice are white with red pips while the Necron dice are silver with green pips.

KILL TEAM: ADVANCE TEAM STARPULSE

Pre-order: Now
Available: 06 Oct

£37.50, €50, 380dkr, 450skr, 410nkr, 190zł, USA $60, Can $75, Aus $105, NZ $124, ¥8,600, 380rmb, HK$510, RM235, SG$90

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

KILL TEAM: THE EXHALTED SCYTHE

Pre-order: Now
Available: 06 Oct

£37.50, €50, 380dkr, 450skr, 410nkr, 190zł, USA $60, Can $75, Aus $105, NZ $124, ¥8,600, 380rmb, HK$510, RM235, SG$90

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

KILL TEAM: DICE

Pre-order: Now
Available: 06 Oct

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

KILL TEAM: ADVANCE TEAM STARPULSE

The T'au Empire are one of the most technologically advanced races in the 41st Millennium. The warriors of the Fire Caste are brave and resolute, armed with deadly ranged weaponry and supported by hovering drones equipped for an array of uses. Advance Team Starpulse comprises 10 Fire Warriors and a pair of Drones. An eight-page booklet tells the story of this famed kill team and details their key exploits to date. The set also includes a pair of Wall of Martyrs Defence Lines, two mission cards (one for matched and one narrative play) as well as a selection of tactics cards (including six new tactics!).

KILL TEAM: THE EXALTED SCYTHE

An ancient race that was old before Mankind rose to conquer the stars, the Necrons have reawoken from their slumber to reclaim the empire that was once theirs. The Exalted Scythe are a small but incredibly deadly kill team formed of three Immortals and a pair of Deathmarks. The booklet included in the set describes the background for this rightly feared kill team and two mission cards present favoured ways in which the Exalted Scythe operate in battle. Along with two Wall of Martyrs Defence Lines, the set includes additional tactics cards that Necron kill teams can make use of and a handy token sheet.

KILL TEAM: WALL OF MARTYRS KILLZONE ENVIRONMENT

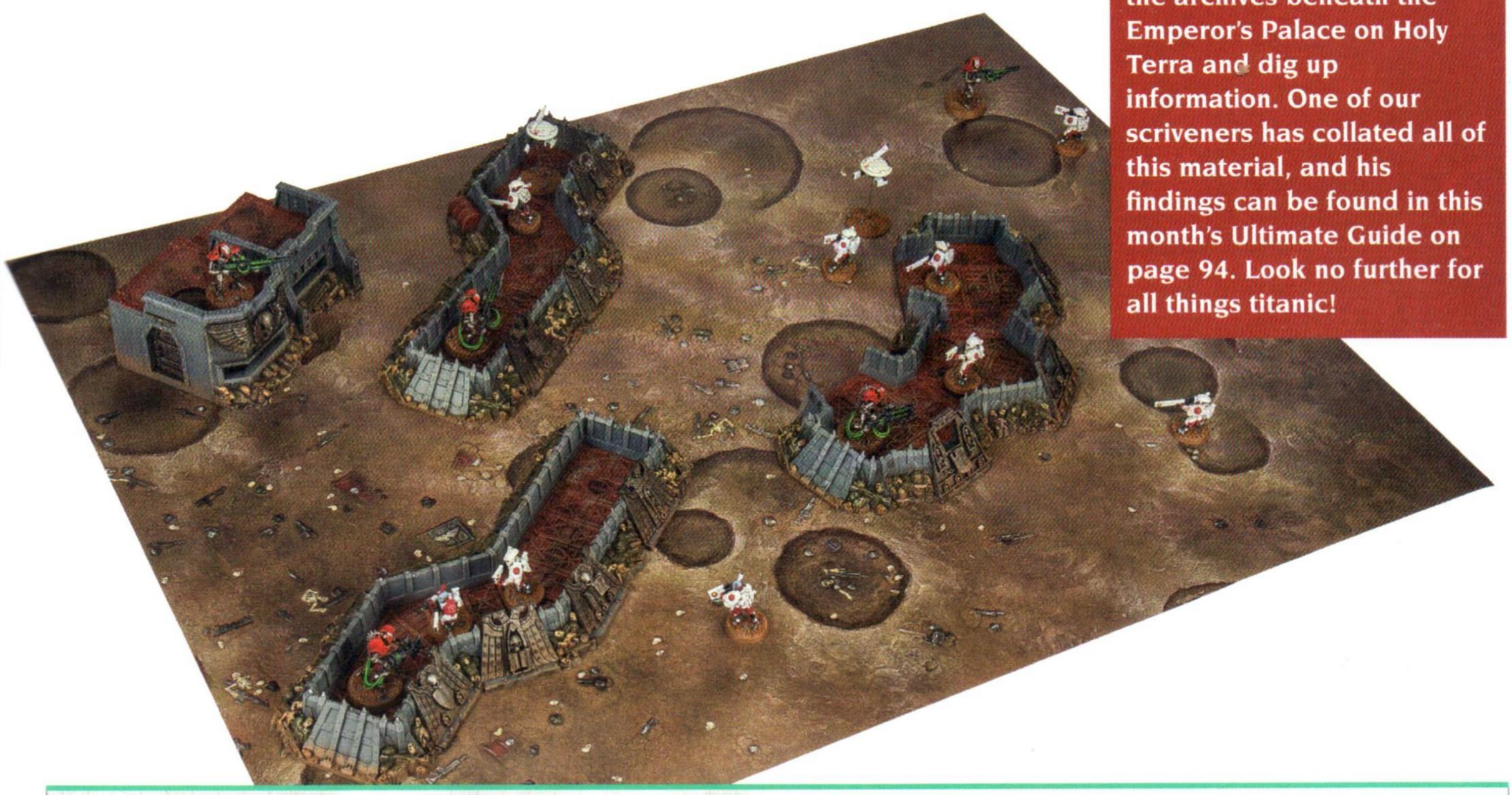
Many of the battlefields fought over in the 41st Millennium are set within the Imperium, so much of the architecture and defences are Imperial in design. But that is not to say that any Imperial forces are left to defend them! Such is the case with the Wall of Martyrs Killzone Environment, for skulls and dead soldiers of the Astra Militarum litter the defences. The set includes a double-sided gameboard pockmarked with craters and a selection of Wall of Martyrs fortifications in dark brown plastic. Also included are four new missions and 12 tactics cards that interact with the terrain.

KILL TEAM: WALL OF MARTYRS KILLZONE ENVIRONMENT

Pre-order: Now
Available: 06 Oct

£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, Italian, Spanish, Chinese and Japanese languages.



FIVE THINGS WE LOVE IN... OCTOBER

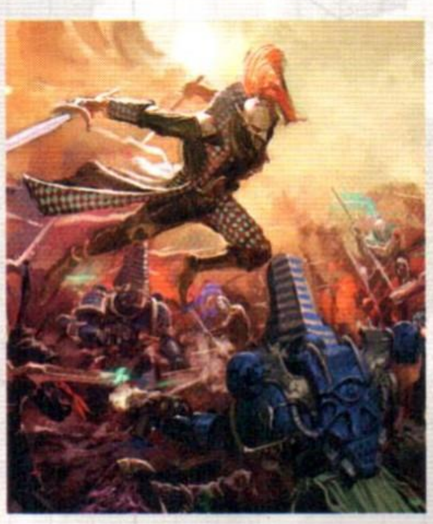
2 Titans! The Warhound Scout Titan arrives this month, completing the trinity of the most common patterns of God-Machine for the Adeptus Titanicus game. To celebrate, we sent a team of servitors to scour the archives beneath the Emperor's Palace on Holy Terra and dig up information. One of our scriveners has collated all of this material, and his findings can be found in this month's Ultimate Guide on page 94. Look no further for all things titanic!

TOP FIVE COVERT WARS OF THE 41ST MILLENNIUM

With all this talk of kill teams and stealth warfare, we thought it would be fun to present some of the most hotly contested skirmish wars across the galaxy.

5. WAR IN THE WEBWAY

Ever since Ahriman first learned of the secrets that lay within the fabled Black Library at the heart of the webway, his efforts to gain ingress have been met with determined opposition from the Harlequins tasked with its protection. Small bands of his warriors have battled constantly to evade the Harlequins and glut themselves on the forbidden knowledge within the Black Library, and remain an ever-present threat.



4. WILL OF ETERNITY

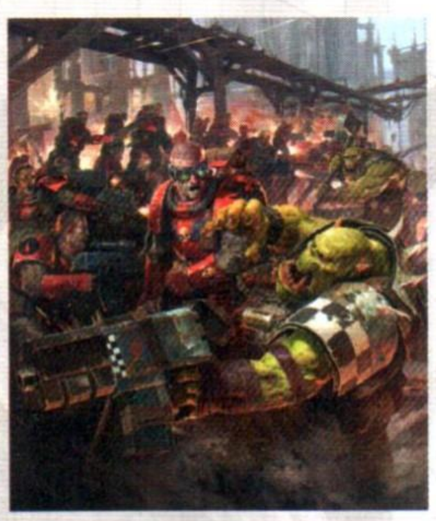
Shortly before the destruction of Cadia, Wolf Lord Sven Bloodhowl led a forlorn assault with his few remaining warriors onto the Blackstone Fortress *Will of Eternity* in a desperate attempt to save the dying world. The Space Wolves fought a vicious skirmish war within the *Will of Eternity*'s labyrinthine interior against Abaddon's forces and eventually succeeded in disabling the vast starfort's shields.

3. DAMOCLES GULF

The Third and Fourth Sphere Expansions of the T'au Empire saw bitter fighting with the Imperium as the emergent race sought to spread its influence beyond the Damocles Gulf and into Imperial space. Yet in spite of the wider conflict taking place, a quirk of fate saw a series of vicious battles fought between an isolated Raven Guard Tactical Squad – Squad Stornus – and the T'au Strike Team Bright Conquest.

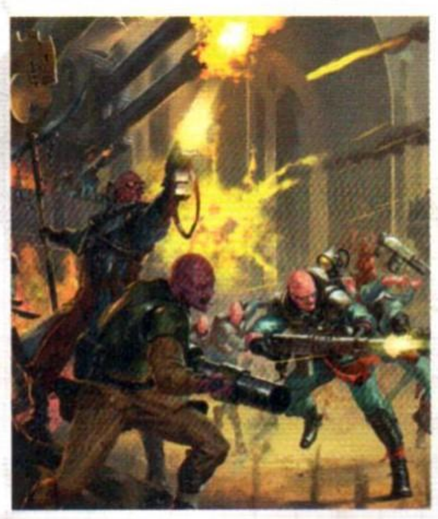
2. ARMAGEDDON

When Ghazghkull Thraka's enormous Ork Waaagh! invaded Armageddon for the second time, the embattled world saw vicious fighting take place across the planet's surface. However, shadow wars emerged in key locations – the promethium war in the depths of Acheron Hive and the murderous jungle skirmishes fought between the Catachan Ork Hunters and Boss Snikrot's Red Skull Kommandos to name but two.



1. VIGILUS

A small Genestealer Cult uprising began to blossom on the crucial Imperial world of Vigilus. Though it was initially brutally suppressed by roving kill squads of Skitarii, the uprising soon began to gather momentum and other external forces began to take notice.... The war zone of Vigilus is rapidly becoming one of the most hotly contested in the Imperium, growing from a shadow conflict into open war.



ADEPTUS TITANICUS

The god-machines of the Collegia Titanicus are among the most destructive weapons ever created by humanity. Now these colossal war machines have turned on each other, entire Legions of these once-noble warriors driven to treachery by the Warmaster Horus.

FIND OUT HOW TO PAINT A WARHOUND SCOUT TITAN IN OUR HANDY PAINT SPLATTER PAINTING GUIDE ON PAGE 124

WARHOUND SCOUT TITANS

Warhound Scout Titans are the eyes and ears of the Titan Legions, ranging far ahead of the main battle group to harass the enemy and scout out the land. They traditionally fight in pairs, working together to hunt down enemy targets and outmanoeuvre them before going in for the kill. Despite being the smallest class of Imperial Titan, Warhounds still carry an impressive arsenal of weaponry and they have been known to take down foes many times their size.

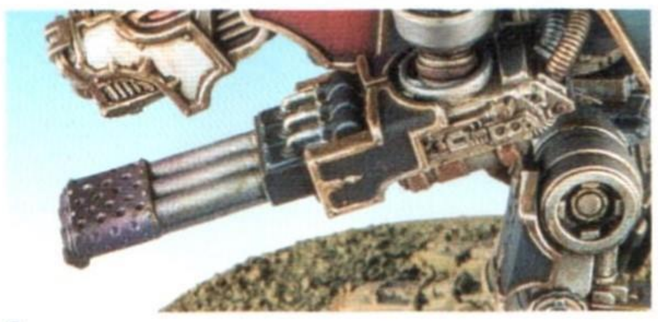
This new plastic kit contains two Warhound Scout Titans – the perfect additions to a fledgling Titan maniple. Just like the Warlord and Reaver kits that came out recently, the Warhound kit is highly modular, giving you lots of different modelling options when building them. The legs, for example, are interchangeable, giving you plenty of options for posing your models. There are eight arm weapons in the set (see right) and four carapaces, featuring either loyalist or heretical iconography. There are also six leg greaves on the frame, two of which feature Imperial eagles (as shown on the Legio Gryphonicus Titan above).

WARHOUND SCOUT TITANS

Pre-order: 06 Oct
Available: 13 Oct

£45, €60, 450dkr, 540skr, 500nkr, 225zł, USA $75, Can $90, Aus $125, NZ $149, ¥10,400, 450rmb, HK$610, RM280, SG$110

1



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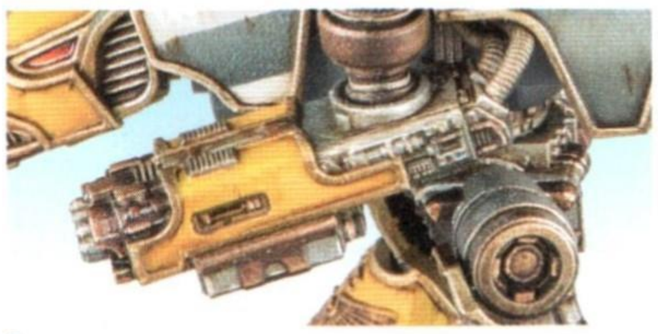


3

4

The Warhound Titan kit contains eight weapons, two each of the turbo laser **(1)**, inferno cannon **(2)**, vulcan mega bolter **(3)** and plasma blastgun **(4)**. The arms can be mounted on either the left or right shoulder hardpoint and feature rounded fittings so they can be pivoted to the desired angle. The Warhound's head (of which there are two designs in the set) can also be posed so it is looking in the same direction as the guns.

It's also worth noting the shoulder caps above the weapon hardpoints. The set includes eight of them – four featuring Imperial eagles, four displaying the eye of Horus, enabling you to declare your allegiance to the Emperor or the Warmaster Horus.

The Warhound Scout Titans kit also includes a transfer sheet featuring a range of decals for the Legios Gryphonicus, Fureans, Astorium, Atarus and Mortis.

VENATOR LIGHT MANIPLE COMMAND TERMINAL PACK

A Venator Light Maniple is a battle group consisting of four Warhound Titans led by a Reaver Titan. This pack includes a full set of five Command Terminal cards that enable you to easily keep track of your Venator Light Maniple in battle. Each Command Terminal provides space for adding each Titan's weapons as well as punched holes to add status counters as needed.

WARHOUND SCOUT TITAN COMMAND TERMINAL PACK

If your Titan Legion is already well stocked with Warlord and Reaver Titans and you just want to bolster their number with a host of Scout Titans, then the Warhound Scout Titan Command Terminal Pack is for you! This pack includes five card Command Terminals specifically for Warhound Titans so that you can easily keep track of their weapon load-outs and status in battle.

WARHOUND SCOUT TITAN WEAPON CARD PACK

This pack includes weapon cards for seven turbo-laser destructors and plasma blastguns, as well as six cards for vulcan mega-bolters and inferno guns to denote weapon choices on your Warhound Titan Command Terminals.

VENATOR LIGHT MANIPLE COMMAND TERMINAL PACK

Pre-order: 06 Oct
Available: 13 Oct

£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.

WARHOUND SCOUT TITAN COMMAND TERMINAL PACK

Pre-order: 06 Oct
Available: 13 Oct

£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.

WARHOUND SCOUT TITAN WEAPON CARD PACK

Pre-order: 06 Oct
Available: 13 Oct

£7.50, €9.50, 75dkr, 90skr, 82nkr, 38zł, USA $12.50, Can $15, Aus $20, NZ $25, ¥1,700, 75rmb, HK$100, RM48, SG$19

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

WAR STORIES WITH ANDY HOARE

"The first playtest game of Adeptus Titanicus featured a single Warlord against two Warhounds," says Andy, who oversaw development of the Adeptus Titanicus game. "The way the two classes fight made for a fascinating match-up. The Warhounds had to make use of every possible scrap of cover just to survive, keeping moving to avoid the Warlord's firing arcs as they worked their way around its flanks.

"In the end, the Warlord caught one of the Warhounds in the open and destroyed it. By that point, however, the surviving Warhound had worked its way into the Warlord's rear arc, presenting such a threat that the Warlord was forced to push its reactors and turn to face. The Warlord catastrophically overloaded its reactors and the surviving Warhound, though battered and limping, was victorious."

LATEST FROM FORGE WORLD

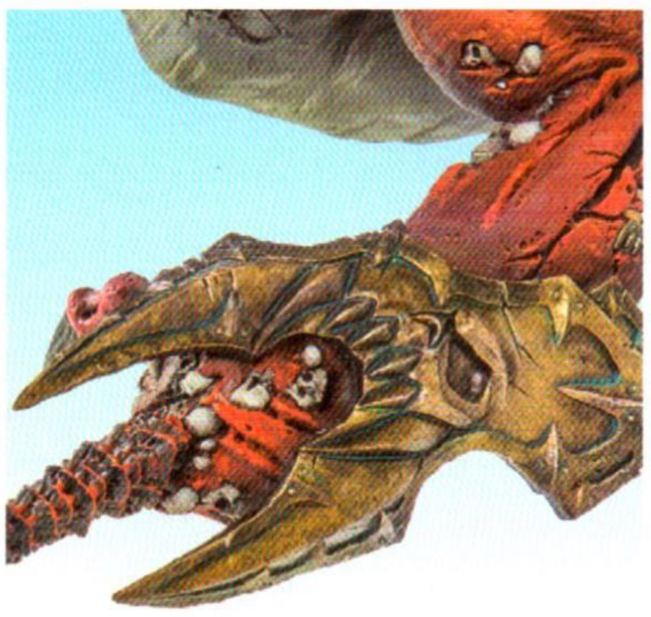
Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, we take a closer look at Vorgaroth the Scarred and his colossal daemonic dragon Skalok.

VORGAROTH THE SCARRED

The Khornate warlord known as Vorgaroth the Scarred is high in the favour of the Blood God and has become swollen with his patron's dark power. He towers over the bloodthirsty warriors that serve him just as his terrifying legacy dwarfs the deeds of lesser champions of the Blood God. Vorgaroth had slaughtered his way across the Mortal Realms for many years, endlessly seeking more skulls to lay before his master's throne. It was this endless determination to please the Blood God that led Vorgaroth to a fateful encounter with the gargantuan dragon, Skalok. But Khorne, it seemed, had another fate in store for his champion, binding both mortal and dragon to fight as one in his service until all the realms were drowned in blood. This they have done ever since, swooping down into battle to deliver death and destruction to glorify the God of Battle.

1

2



3

Vorgaroth the Scarred **(1)** stands as tall as an Ogor, his body rippling with muscles born of dark and unholy power. So powerful has Vorgaroth become that his neck is almost as thick as a tree trunk! He wields his trusty Wrath-forged Axe of Khorne with which he has hewn necks beyond counting in service to the Blood God. The terrible scars that mar Vorgaroth's flesh and give him his epithet are said to have been inflicted by Khorne himself as punishment for his single failure many years past.

Skaloc undoubtedly bears the Blood God's touch, for it is said that each time she slays a foe in Khorne's name, a new skull grows upon the arch of her spine **(2)**, elevating Vorgaroth's throne of horns a little further with every fresh kill.

The length of Skaloc's tail is clad in brass plates **(3)**, which not only offers the dragon protection, but serves as a means with which she can claim more skulls for Khorne. Even as she bites, rends and tears at her prey, she sweeps her brass-plated tail through their ranks to terrible effect, leaving bloody ruin in her wake.

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

LICENSED GAMES

All across the world, our licensed partners are creating fantastic games based on Games Workshop's tabletop games. This month, we showcase the glorious sequel to the Battlefleet Gothic: Armada by Tindalos Interactive.

FIVE THINGS WE LOVE IN... OCTOBER

1 Gaming boards and battlefields are very much the rage this month. Not only are there gaming boards new and old for Warhammer 40,000: Kill Team and Warhammer Underworlds: Shadespire respectively, but the talented folks from the Warhammer World design studio have created a truly stunning (and enormous!) Imperial Cathedra battlefield from the Sector Imperialis kits. Turn to page 116 to see this incredible board in all its glory.

MUSTER YOUR FLEET!

Battlefleet Gothic: Armada 2 is the new real-time strategy game adapted from the classic tabletop game and portrays the epic space battles set in the grim darkness of the Warhammer 40,000 universe. Expanding on the groundwork laid out by the first game, Battlefleet Gothic: Armada 2 is a full-blown sequel – bigger, richer, more impressive and more ambitious than the original game.

It will include, at launch, all 12 factions from the original tabletop game and all its expansions. These include the Imperial Navy, Space Marines, Adeptus Mechanicus, Necrons, Chaos, Aeldari Corsairs, Aeldari Craftworlds, Drukhari, the T'au Merchant and Protector Fleets, Orks, and finally, the Tyranids. The dramatic stories told in the game are set during the Gathering Storm and Abaddon's 13th Black Crusade. This turbulent period serves as the canvas for three extensive and dynamic campaigns that are highly driven by the narrative, focusing on the Tyranids, the Necrons, and the Imperium. Explore the systems in the Eye of Terror, with or against renowned characters such as Archmagos Dominus Belisarius Cawl, the Primarch Roboute Guilliman and more.

This PC Steam game features bigger battles, refined gameplay, improved multiplayer modes and many other additional features for a better and more balanced online experience. As if that wasn't enough, there are even more customisable options for fleets and ships. Battlefleet Gothic: Armada 2 promises to be the ultimate Warhammer 40,000 space battle experience.

LATEST NEWS

1

Battlefleet Gothic: Armada 2 is the first video game to be set in the war-torn era known as the Gathering Storm. This fateful period first saw the destruction of Cadia at the hands of Abaddon's 13th Black Crusade, then the fracture of the Biel-Tan Craftworld and the birth of Ynnead – the Aeldari God of the Dead – and finally the return of the Ultramarines Primarch, Roboute Guilliman. Not only did the Gathering Storm see some of the fiercest fighting of the 41st Millennium, but some of its greatest space battles as well. Based on the shots to the left, the quality of the game's graphics looks to be a feast for the eyes: an Adeptus Mechanicus fleet, lance beams and torpedoes firing **(1)**, and a mighty Blackstone Fortress **(2)**.

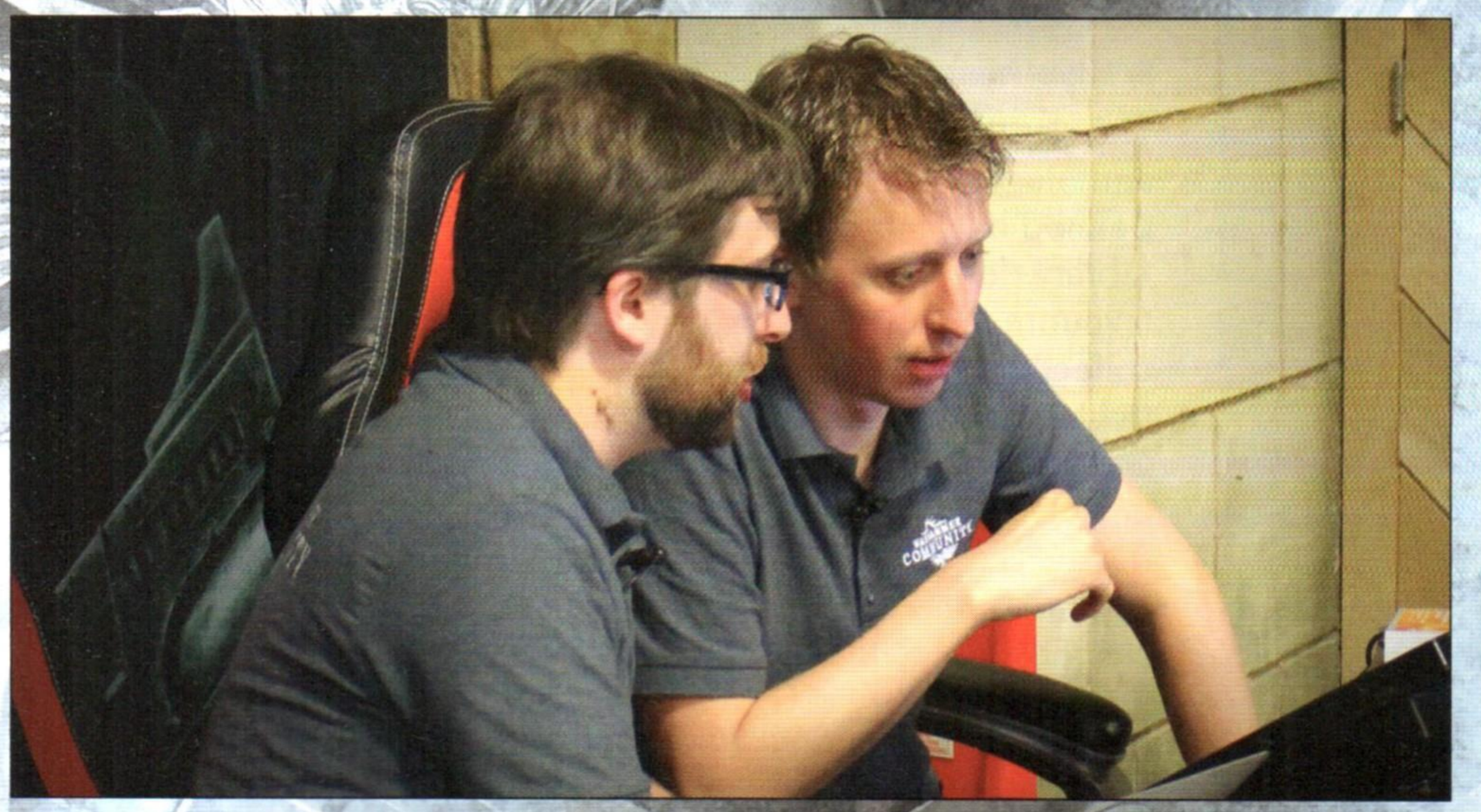
2

WARHAMMER AGE OF SIGMAR: CHAMPIONS

You can't help but have noticed the free booster pack for Warhammer Age of Sigmar: Champions by PlayFusion included with this month's issue. The cards included in the booster pack are a perfect addition to the game's starter set (available from select Warhammer stores and trade stockists), and feature an exclusive booster card for the digital app!

WARHAMMER LIVE on twitch

Over 15 hours of Warhammer every week



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Games, Interviews & Events

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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, we feature the latest from the Horus Heresy, the return of Inferno and a very grumpy Slayer...

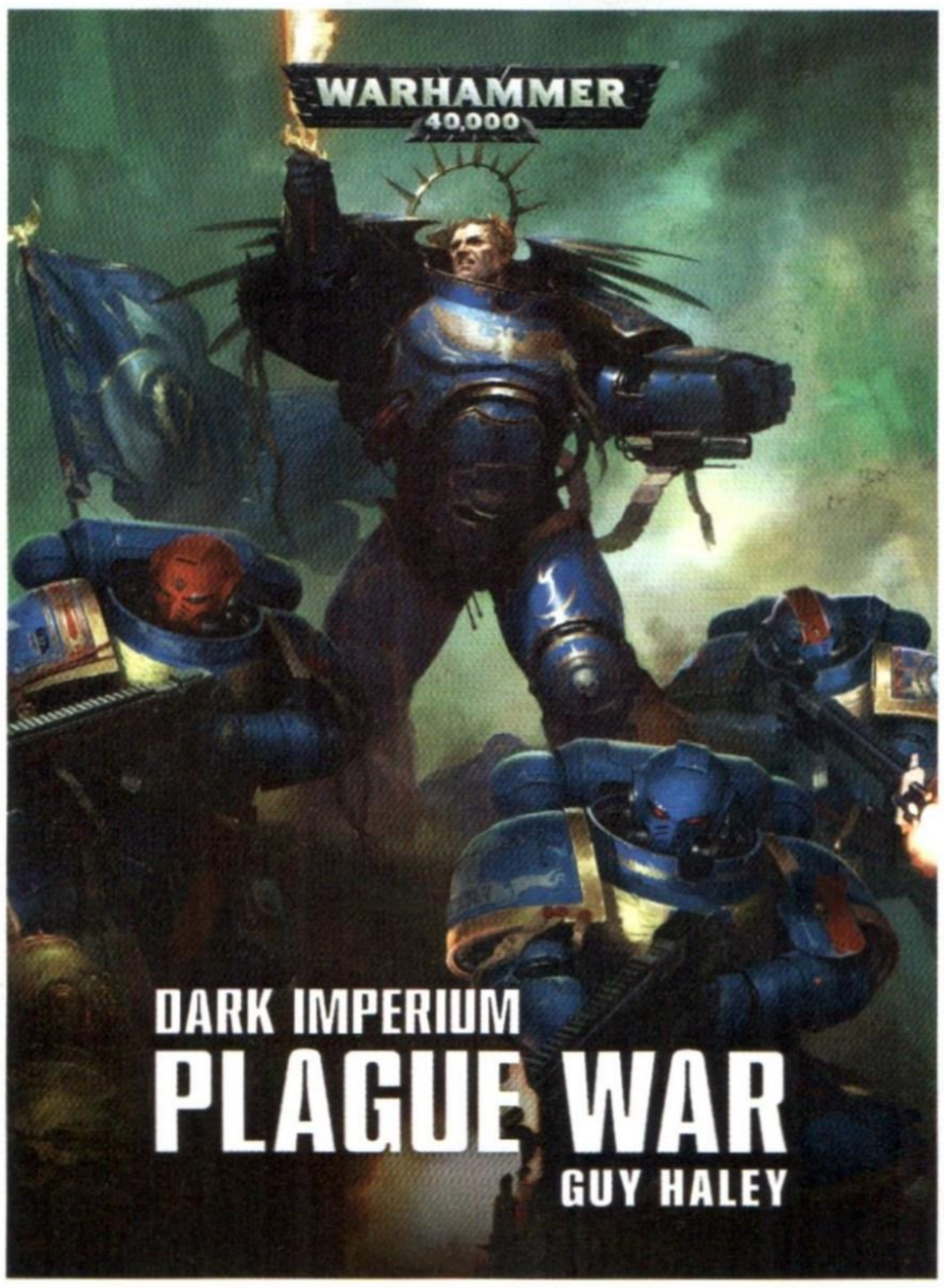
FEATURED BOOK

DARK IMPERIUM: PLAGUE WAR

By Guy Haley | Hardback | 336 pages | 13 Oct

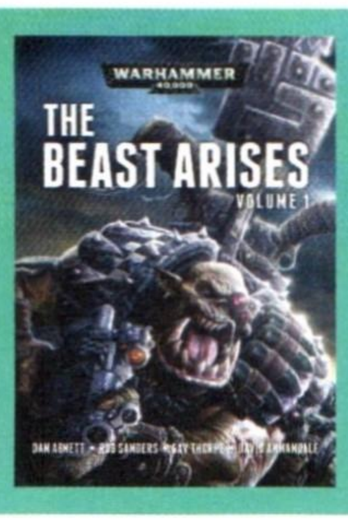
Roboute Guilliman is back, and this time he's out for vengeance! Having saved the Imperium from annihilation at the hands of the Dark Gods and launched the Indomitus Crusade to recover its lost worlds, Roboute Guilliman has set his sights once more on the Ultima Segmentum where his brother Mortarion is ravaging the Ultramar System. Can the resurrected Primarch push back the diseased legions of the Death Guard, or will a greater power intercede to foil all their plans?

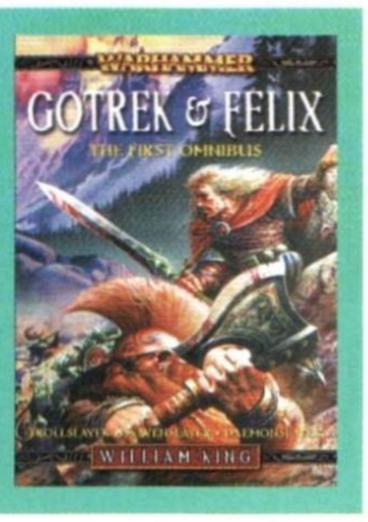
As we've come to expect from Guy Haley, this story is a wonderful blend of action, emotion and plenty of thought-provoking moments. As we've mentioned before, this isn't Guilliman as we've come to know him from the Horus Heresy series, but a new entity, his hopes of a unified Imperium utterly dashed by the madness of the 41st Millennium. Only Guilliman knows what drives him onwards now.



NEW ON OMNIBUS BOULEVARD

You wait ages for an omnibus to come along and then two arrive at the same time! This month sees the release of *The Beast Arises Volume I*, which follows the story of the greatest Ork uprising in Imperial history. This hefty tome contains the series's first four novels – *I am Slaughter, Predator, Prey, The Emperor Expects* and *The Last Wall*. Also out this month is the omnibus *Gotrek & Felix Volume I*, which includes the first three novels in the series – *Trollslayer, Skavenslayer* and *Daemonslayer* – plus five short stories.

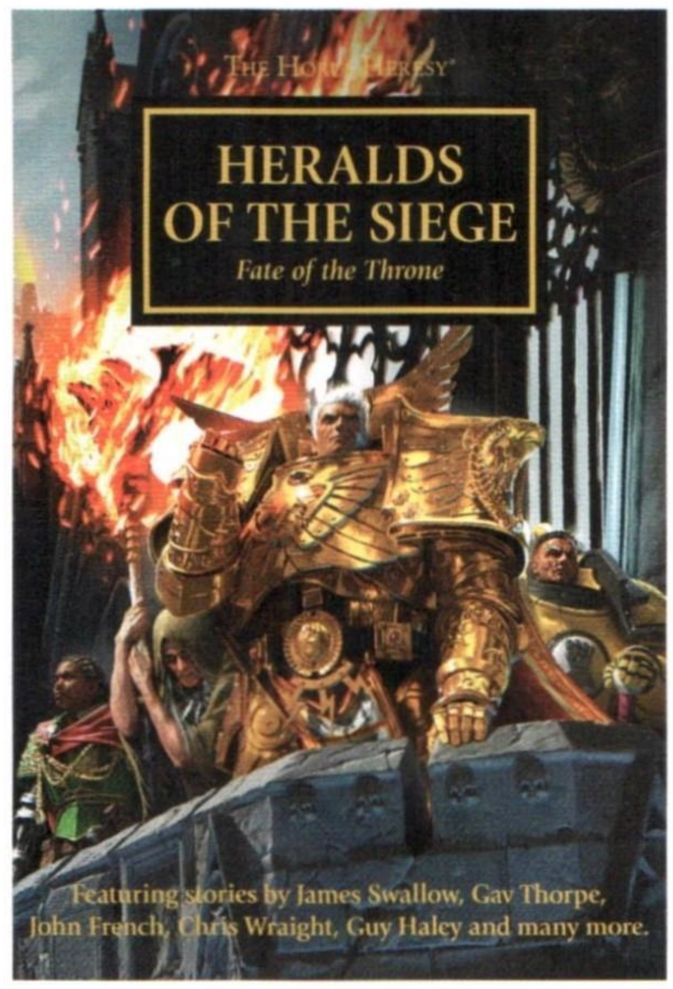




THE HORUS HERESY: HERALDS OF THE SIEGE

By Various | Hardback | 400 pages | 27 Oct

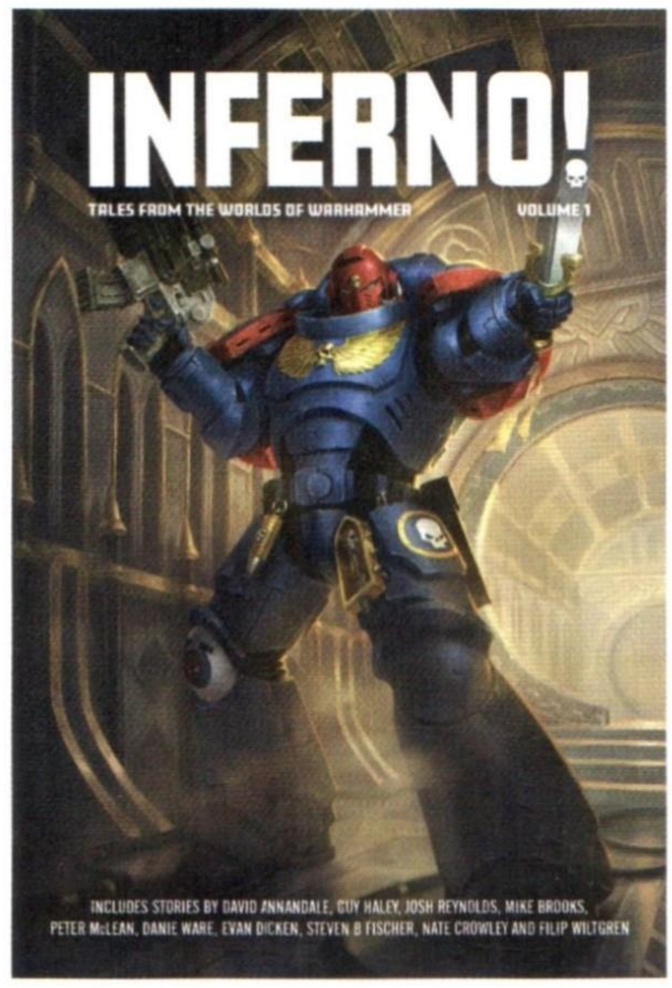
A galaxy burns as the conflict brought about by a beloved son's betrayal reaches its fateful end. The Warmaster Horus has triumphed and his massive fleet nears Terra. Many have fallen to bring this moment about, their tales are the ashes upon which the Heresy was born. Others have played their own small parts, drops in an ocean of war and blood. None of it matters. War is coming. This anthology contains 16 short stories set against the backdrop of the Horus Heresy as it draws to its fateful conclusion.



INFERNO 1

By Various | Paperback | 400 pages | 06 Oct

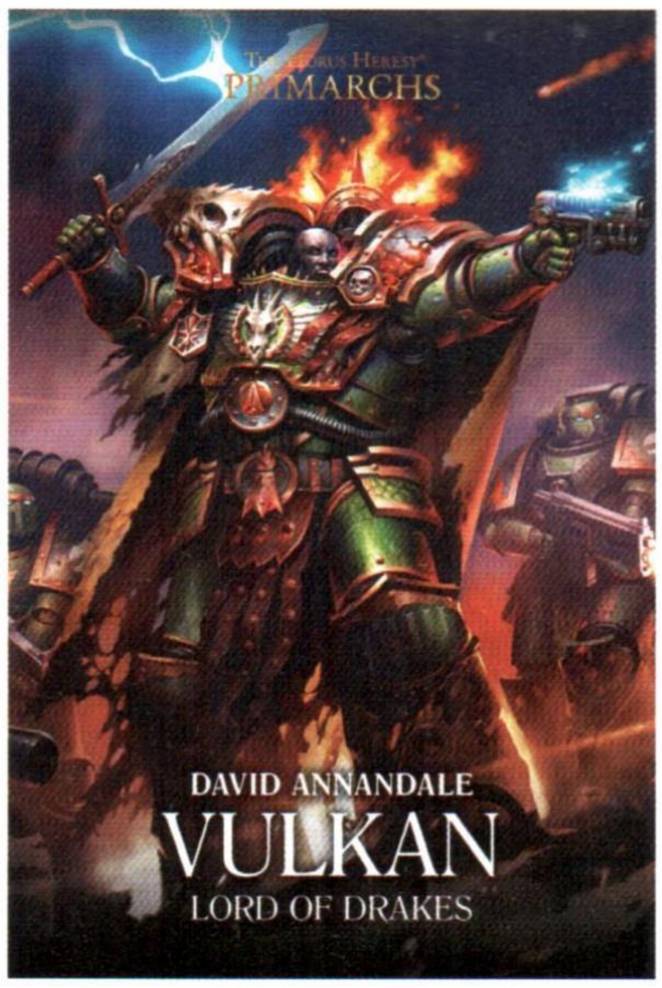
The classic title returns as a new anthology of short stories, penned by a mix of Black Library debutants and fan-favourite authors. This collection showcases some of the best new works from across Games Workshop's many universes, from the grim darkness of the 41st Millennium and the brutal underhive of Necromunda to the Mortal Realms of the Age of Sigmar and the savage sports fields of Blood Bowl. Inferno is a brutal, gritty dash through some of Black Library's best short fiction.



VULKAN: LORD OF DRAKES

By David Annandale | Hardback | 176 pages | 20 Oct

Previously released as a limited edition, Vulkan: Lord of Drakes – the ninth book in the Primarchs series – is now available as a hardback novel. Like the other books in the Primarchs series, this novel focuses on a particular tale in Vulkan's lengthy saga – one that epitomises his character and who he will come to be in later life. Here, Vulkan is finally united with his father and his Legion, though he quickly comes to understand that he is only seeing half the picture – that thousands of his genetic sons are dying in wars he as yet knows nothing about. It's a great story that shows the honour and humility of the most human of the Primarchs, one who understands the value of life and what it means to defend it.



NEW PAPERBACKS!

There are three other paperbacks out this month – *Imperator: Wrath of the Omnissiah*, *Legacy of Dorn* and *The Horus Heresy: Shattered Legions*. You can find all three of them (and scores of other novels) on the Black Library website.

DARK IMPERIUM: PLAGUE WAR

Pre-order: 06 Oct
Available: 13 Oct

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

HERALDS OF THE SIEGE

Pre-order: 20 Oct
Available: 27 Oct

£20, €25, 200dkr, 240skr, 240nkr, 100zł, USA $30, Can $35, Aus $45, NZ $50, ¥2,600, 220rmb, HK$272, RM124, SG$48

INFERNO #1

Pre-order: Now
Available: 06 Oct

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zł, USA $16, Can $17, Aus $20, NZ $26, ¥1,150, 85rmb, HK$122, RM56, SG$22

VULKAN: LORD OF DRAKES

Pre-order: 13 Oct
Available: 20 Oct

£12.99, €15.95, 135dkr, 165skr, 165nkr, 64.95zł, USA $19, Can $21, Aus $27, NZ $31, ¥1,500, 105rmb, HK$175, RM80, SG$30

PROPHETS OF WAAAGH!

Pre-order: 20 Oct
Available: 27 Oct

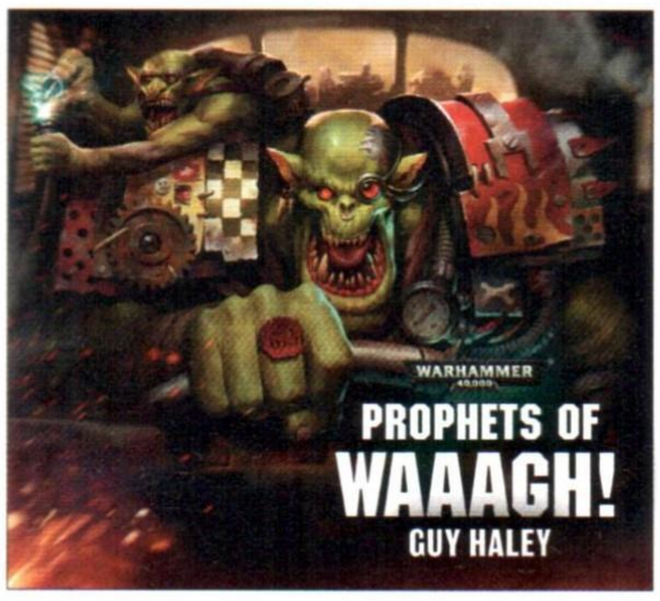
£12, €15, 130dkr, 160skr, 160nkr, 60.95zł, USA $17.50, Can $19, Aus $25, NZ $30, ¥1,400, HK$60, RM75, SG$30

AUDIO DRAMA

PROPHETS OF WAAAGH!

By Guy Haley | Audio Drama | 70 minutes | 27 Oct

Rev yer engines, it's time for Waaagh! Dumped on a nowhere world by the opening of the Cicatrix Maledictum, the Red Sunz Mek mob are struggling to survive. When a call to Waaagh! rings out across the planet, the chance at survival, as well as some shooty-fun, beckons. But all is not what it seems. Only an Ork with real Orky know-wots can hope to overcome the False Waaagh...! If you love fast-packed, raucous action with no small amount of violence and dark humour then this audio drama is perfect for you.

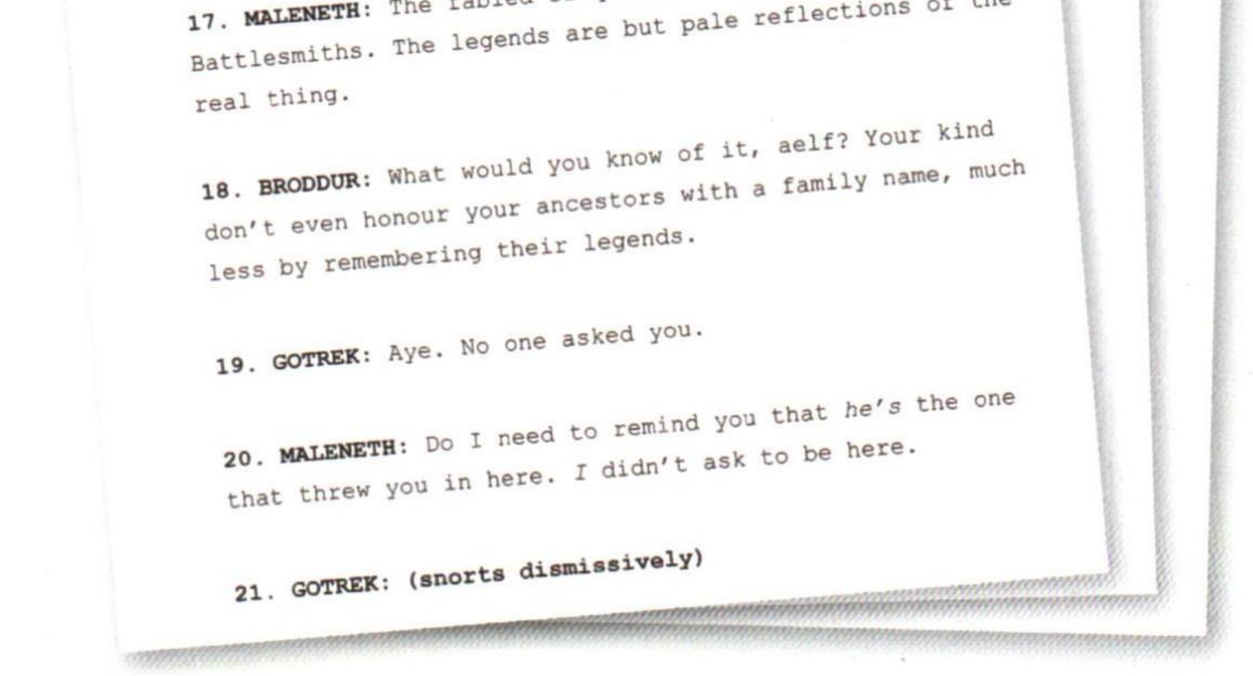


Many Black Library books and audio CDs – including the entire Horus Heresy series – are also available as eBooks and MP3 downloads. For more information, and to see the full range of Black Library products available, visit:

www.blacklibrary.com

BLACK LIBRARY EXCLUSIVE

REALMSLAYER



13. **MALENETH:** (chuckles nastily)

The captive duardin was herded towards the open cell door and shoved through by the hearthguard's magmapikes.

[SFX: Gotrek stumbles into the cell, legs encased in rock. The door is slammed shut and the fyreslayers depart except for Broddur, the ur-gold in his body sizzles as he draws closer to the cell]

14. **BRODDUR:** W-who are you, duardin?

15. **GOTREK:** The Ice Queen of Kislev. Who are you?

16. **BRODDUR (stuttering):** I...I...

17. **MALENETH:** The fabled eloquence of the fyreslayer Battlesmiths. The legends are but pale reflections of the real thing.

18. **BRODDUR:** What would you know of it, aelf? Your kind don't even honour your ancestors with a family name, much less by remembering their legends.

19. **GOTREK:** Aye. No one asked you.

20. **MALENETH:** Do I need to remind you that *he's* the one that threw you in here. *I* didn't ask to be here.

21. **GOTREK: (snorts dismissively)**

As you might be aware, Gotrek Gurnisson is making his long-awaited return to Warhammer with the audio drama Realmslayer. Not only has the irascible Dwarf (well, duardin, now) managed to haul himself into the Mortal Realms, he also has a new voice – it's only Brian Blessed! Here's a small extract from the audio script – feel free to read it out loud in your best Blessed voice.

CONTACT

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

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IT'S A SECRET

Hello, White Dwarf team! My question relates to Slaanesh's Greater Daemons – the Keepers of Secrets. We've had absolutely superb plastic renditions of the other three Greater Daemons, but at the moment the Keepers only have a small resin model. While this is a classic, it is a little undersized compared to the others. Is there any chance we might get a nice multipart plastic update of Slaanesh's favoured servants? I'd love to see what the talented folks in the Citadel design team do to update him/her/it. I still remember the White Dwarf Battle Report between the Space Wolves and Chaos Daemons where all four Greater Daemons took part – I'd love to see that battle recreated in White Dwarf.

Peter Hamson,
Horsham, UK

Oh, Peter, you know we can't answer questions like that – the Inquisition would be round here in a shot! However, if you've read the Warhammer Age of Sigmar Core Book you would know that Slaanesh is plotting his return to the Mortal Realms. What could that mean, we wonder...?

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').

THEY'RE ALL PAINTED. PROMISE!

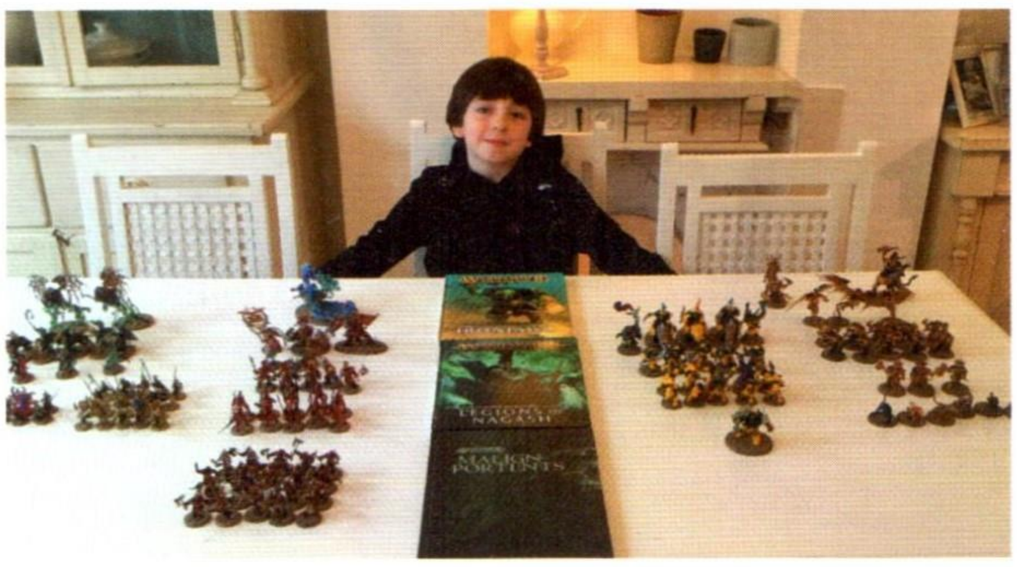
My name is Freddie McDuell – I am 10 years old and I have been playing Warhammer Age Of Sigmar for exactly one year today (12th April). My first game was at Games Workshop in York and as you can see, I have amassed quite a collection of Citadel miniatures since then. Though I have bought lots of models from every Grand Alliance, my favourite alliance is Death and I am very excited about my next building and painting project – Nagash, Supreme Lord of the Undead!

I love everything about the hobby and I enjoy building and painting the models with my dad and playing games with him and my friends. I also love reading all the books and I am currently reading my first Black Library book.

We read White Dwarf every month (my dad tells me he used to buy it when he was young) and my first issue was May 2017. I enjoy the Battle Reports and reading all the latest news – keep up the good work. Also, my dad has booked us tickets for the Warhammer Age of Sigmar open day in June at Warhammer World and I can't wait. I hope to see you there!

Freddie McDuell,
Hither Green, UK

Hey, Freddie, good to hear from you. That's an impressive collection of miniatures you have right there – congratulations! However, we have heard from your dad that you still have quite a few left to paint! Don't worry, it happens to all of us! Good luck getting Nagash painted and hopefully we'll see you at the Open Day.



PAINTING QUESTION: WHAT YOU SEA IS WHAT YOU GET...

I was wondering if there was a chance you might be able to find out how the 'Eavy Metal team painted the armour on the Eidolon of Mathlann Aspect of the Sea model from the Idoneth Deepkin range. I've been desperately trying to recreate it, but to no avail. I've tried following the guide in the battletome and the how to paint Ionrach armour video on Warhammer TV, but neither quite produced the results I'm after. Any information would be greatly appreciated.

Clem Bucknall,
Tonbridge, UK

Well, Clem, as always when it comes to painting questions, we went straight to the source – the painters! 'Eavy Metal's Max Faleij painted the Aspect of the Sea and you can see the colours he used to the right. It's probably simpler than you were expecting! Make sure you send us some pictures of your Eidolon when you finish painting it – we'd love to see it.

Max: After applying a basecoat of Stormhost Silver, I washed the armour with a 2:1 mix of Guilliman Blue and Waywatcher Green. I then applied a watered-down wash of Kantor Blue and Abaddon Black (2:1) to the recesses of the armour to shade it. To smooth the colour transition, I applied several thin glazes of watered-down Stormhost Silver.

SILVER ARMOUR

- Stormhost Silver – Basecoat
- Guilliman Blue & Waywatcher Green – Glaze
- Kantor Blue & Abaddon Black – Shade
- Stormhost Silver – Glaze
- Stormhost Silver – Layer

CREATURES OF THE PAST

Dear White Dwarf team and the great bearded one himself. I am currently reading through the February 2018 issue and I must congratulate you on another great instalment of your illustrious magazine. I have been reading White Dwarf since issue 167 and it was that magazine that got me into the hobby. My favourite articles are the Battle Reports and Temporal Distort but all your articles are entertaining to read.

One thing I would like to suggest is the possibility of remaking some older articles for the modern games. I remember one article from an old issue (I cannot remember which, unfortunately) that had rules and background for rare and unusual Goblin subspecies and I was thinking that these could be very fitting for the Age of Sigmar setting. The Fire Kobolds and Undead Dust Goblins from that article, for instance, would be very good as grots native to the realms of Aqshy and Shyish respectively. The other realms could also have their own subspecies of grot, such as Clockwork Grots of Chamon or Weregrots of Ghur. There could even be a Sprues and Glue article with advice on how to convert and kitbash models to represent them. Warhammer 40,000 could have something similar – I remember another old article that had rules, background and conversion ideas for minor alien races and animals such as Enslavers, Ambulls and the dreaded Catachan Barking Toad, and it would be interesting to see versions of these in the game now. Keep up the good work and I look forward to reading White Dwarf for many years to come.

Timothy Alexander,
Huntingdon, UK

Now that sounds like a brilliant idea, Timothy – we love it. These grots are a great example of the sort of strange creatures you may find in the Mortal Realms. We found the article you're talking about in White Dwarf 268 from April 2002. It was also republished in a book called Warhammer Chronicles (the predecessor of the General's Handbook we have now) a year later. Here's a little pic of it for old time's sake.

Warhammer chronicles

By Gav Thorpe

Welcome to this month's Warhammer Chronicles! This treatise by Kevin J. Coleman discusses some of the many breeds of Goblin that can be found at large in the Warhammer world, as well as the rules for including them in your Orc & Goblin armies. After reading the rules, Anthony Reynolds couldn't resist having a go at modelling the many little fellows. You can see the results of his endeavours as you browse the article.

Goblin Ecology

By Kevin J. Coleman

FIRE KOBOLDS

NEW GREENSKINS

FIRE KOBOLD (Core Unit) — 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Fire Kobold	4	2	3	3	3	1	3	1	6
Kobold Boss	4	2	3	3	3	1	3	2	6

Weapons & Armour: Hand weapon and shield.

Options:
- Any unit may be equipped with spears for +1 points.
- Any unit may be equipped with light armour for +1 points/kobold.
- Upgrade one Fire Kobold to a Shaman for +15 pts.
- Upgrade one Fire Kobold to a Standard Bearer for +8 pts.
- Promote one Fire Kobold to a Kobold Boss for +8 pts.

Special Rules: Ambushers, Fiery Dance, Spit Fire, Fast Movement.

- Spit Fire: Fire Kobolds may spit fire, unicorn-of-fire at enemies during the Shooting phase. This attack counts as a shoot weapon. All Spit Fire attacks count as Fire attacks, of course!

	Attack	Maximum Range	Strength
Spit Fire		12"	3

- Fire Resistant. Fire Kobolds live in and along mountainous volcanoes and fire pits, this has affected their Goblinoid physiology with several fiery traits. All fire based attacks (ie, fire bolts, Hearts Wrathful, Thornwall, Dragon Breath, etc) suffer a -1 Strength penalty when striking at normal Fire Kobolds. For example, a fire ball (normally S3) would be lowered to S2 when striking at normal Fire Kobolds.

MUCH-NEEDED HOBBY TIME

I would like to send every single one of you at Games Workshop a huge thank you for what you do. I've been through some difficult times over the last two years, but Games Workshop provides me with a real and valuable escape when it feels like everything is too much to cope with. I don't get much hobby time, so I mostly just steal a few minutes or an hour here and there to keep reading the Horus Heresy series (I'm on *Angels of Caliban* at the moment). Taking my mind to the worlds of Warhammer is an invaluable catharsis, without which I might have lost my mind.

So, thank you all – I hope you get as much from the hobby and your jobs as I do!

Jack Wade,
Southport, UK

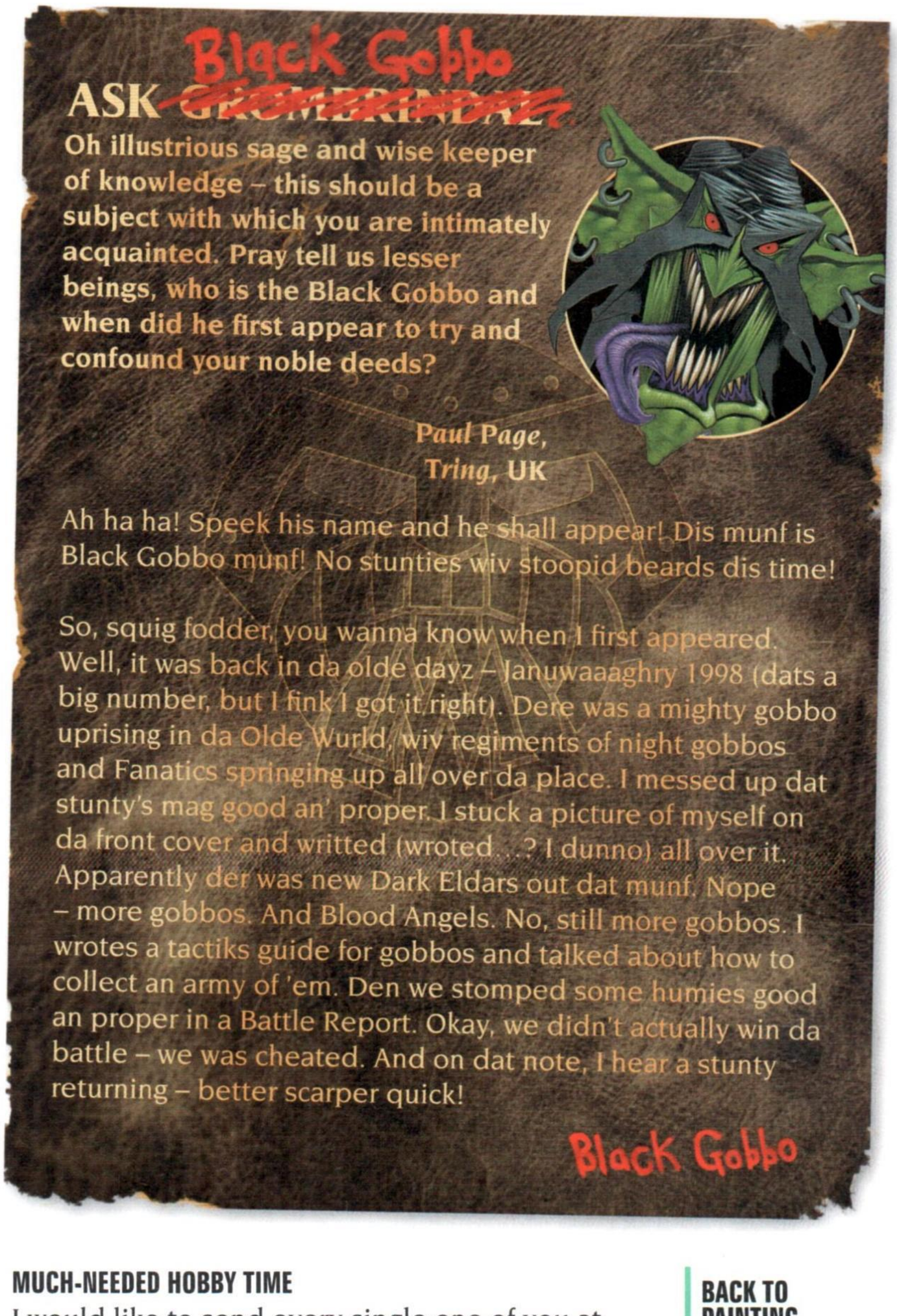
Thanks for writing in, Jack – we're sure there are plenty of people out there just like you who need a good hobby to keep themselves occupied. Like you say, even an hour a day either painting, reading or playing can be a wonderful escape from the daily grind. On the plus side, at least you're not an Imperial Guardsman – they really have it bad!

BACK TO PAINTING

I'm a long-time White Dwarf and Warhammer fan coming back after a 13-year hiatus (I know, that's a long time). I love what you've done with the magazine – it was what inspired me to come back to the hobby. I also unearthed my old magazine trunk to find my 2005-2006 issues so I could continue painting my models. I'm so glad I saved them all! Keep up the good work.

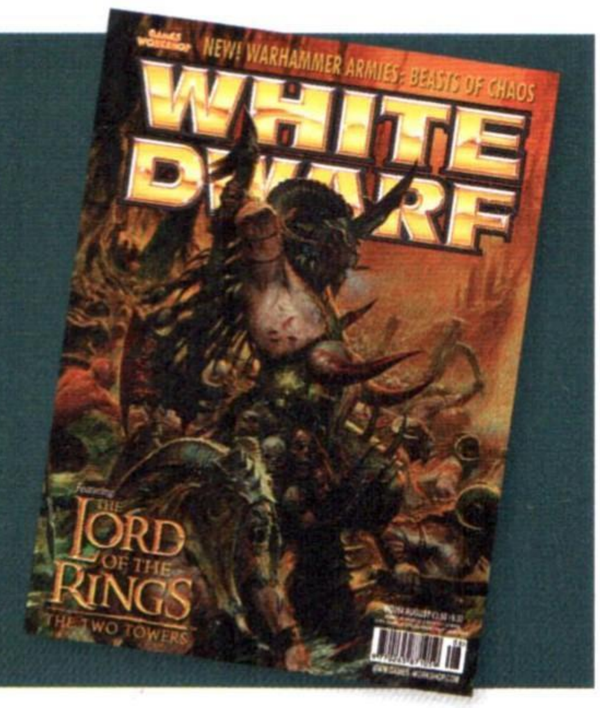
Jose Cortes,
Mazatlan, Mexico

Welcome back, Jose! We're glad you're enjoying the magazine and we hope we keep you entertained for many more years to come. We bet you're glad you kept those old issues, too. Never throw anything away – that's our motto!



TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we plunge back into the dark forests of August 2003...



For the worshippers of the Dark Gods, August 2003's White Dwarf 284 was momentous for a couple of reasons. First of all, it saw the release of a brand-new army book for Warhammer – Beasts of Chaos, the first time that the faction appeared as an army in its own right and not merely a collection of units among the broader hordes of Chaos. In the grim darkness of the far future, the Eye of Terror campaign was just beginning, as Abaddon invaded the Cadian system at the head of a huge Black Crusade, and the issue was accompanied by a huge Eye of Terror campaign post. In Middle-earth, the Ringwraiths were in the ascendancy with new Mounted Ringwraiths and a Ringwraith on Fell Beast model (and new scenarios for them, too). Elsewhere, White Dwarf's own Matt Keefe (then a member of the Fanatic team) introduced the history of the Ultramarines' fleet, Che Webster revisited the idea of 40K in 40 Minutes and Phil Kelly brought us the saga of the mysterious Phoenix Lord Maugan Ra.

BEASTS OF CHAOS

Warhammer Armies: Beasts of Chaos was momentous as the first time the Beastmen and their bestial kin emerged as an army in their own right. Games designer – and now Black Library author – Gav Thorpe offered his designer's notes in this issue's Warhammer Chronicles. "Of course, Beasts of Chaos isn't just about the Beastmen themselves. There's all kinds of other creatures in there, including Minotaurs, Chaos Giants, Chaos Trolls and Chaos Spawn." It all seems so obvious when you put it like that, Gav...

WARHAMMER CHRONICLES

As is traditional with the release of a new Armies book, Gav Thorpe explains some of the thinking behind the latest addition to the Warhammer world – the new Beasts of Chaos book.

Warhammer Chronicles

Beasts of Chaos Designer Notes

Outside the newest members of our gaming community (or perhaps a blind, dead and hidden under a bridge) would be unaware of the growing threat of Chaos in the Warhammer world. As declared in the Hordes of Chaos book, we continue the documentation of these dread legions in Beasts of Chaos. This volume works as a stand-alone Armies book just like any other, but can also be used with Hordes of Chaos. I'll explain more about this later.

LEGACY OF THE BEASTS

The first things I looked at when it came to writing the proposals and briefs for Beasts of Chaos were our previous renditions. As with Hordes of Chaos, my aim was very much to capture the classic essence of the original Realm of Chaos books from 3rd edition Warhammer. In truth, the Beastmen have evolved less in the last fifteen years than their warrior and daemon counterparts, and much of that original material still holds as true today as it did then.

This made the job a whole lot easier, as you can imagine. Rather than spending time re-presenting background, or trying to 'manage' the history into something that was never fitting to the present day depiction of the Warhammer world, I could focus my efforts working on the army itself.

ROMANS AND GERMANS

It has been my goal, since taking on the mantle of Loremaster, to make sure that each Warhammer army not only looks different, but plays differently as well. I think players should choose their armies based not only on their aesthetic values, but also their playing style. I fondly imagine that we're doing a pretty good job of that at the moment, and I was sure that I wasn't going to break the trend with the Beastmen. So, what would make for a really characterful army?

Well, like many things Warhammer-orientated, my inspiration came from history – and the original Beastmen background. In essence, the Beastmen are akin to the Germanic tribes that fought against the Roman legions two thousand years ago, tribes such as the Cimbri, Suevini, Vangiones, Angles, Ostrogothi, Alamanni and Jutes. I found particular interest in the defeat of the Romans by Arminius in 9AD. Accounts of this tell us that the Germans painted their bodies, made a great clamouring with their weapons and shields, and generally 'perched themselves' up for the battle before descending on the Romans. This is pretty much the archetypal barbarian image we have today. However, the important point is that it fooled the Romans into thinking that the forests were swarming with Germans, uncovering them even further but, when Arminius attacked, his foes were already on the back foot and wanted.

Which is all very interesting as a history lesson, but what's that got to do with Beastmen? Well, let me explain. The Beastmen are the Germanic tribes of the Warhammer world. They lurk in the deep forests, raiding settlements, attacking supply caravans, ambushing armies whilst they're on the march (occasionally, Orcs are Warhammer Scots, roiling out from their highland bunkers, but that's not important right now). I wanted the Beastmen to fight on the tabletop the same way. I wanted someone who was facing a Beasts of Chaos army to be unsettled, unsure of what they're facing, unable to predict the direction of attack.

To this end, I invented the Ambush rule, which many of you will have seen in the preview in White Dwarf 275. This enables certain Beastmen units to be set up in ambush. These units are not deployed as normal, but instead can be brought on in a later Movement phase when the General gives the signal. Although Beastmen are quite adept at this type of warfare, I didn't want them becoming too efficient – it didn't suit their Chaotic character. Basically, each ambushing unit has to take Leadership test, if it fails the unit appears, not where you want them, but at a random point on the table edge!

A Herdstone is a sacred monument to the wandering tribe of an Empire farmstead.

BEASTS IN THE FOLD

Another thing that nagged me about earlier attempts at a Beastmen army was its lack of, well, Chaos-ness. Beastmen moved around in ordinary units, with the little ones over there, the medium ones over there, and the big ones all together in another unlikely unit. This wasn't really doing the Beasts justice, as they certainly

WHAT ARE THE BEASTS OF CHAOS?

Beastmen are wild and brutish creatures that care little for other beings. They have bodies that are half-man and half-beast, usually with the horned head of a goat. In battle, they condemn foemen with a savage lack of discipline, fighting and battling amongst themselves in their eagerness to get at the enemy.

Beastmen willingly embrace their heritage of Chaos, for although they have a semblance of the intelligence of a man, they employ it with the base cunning of a wild animal. Beastmen are not natural creatures: they first came into existence when the polar gateways of the Old Ones collapsed, showering the world with mutating warpstone dust. It worked a dreadful change on many of the ancestors of Man and animals, causing severe mutations. Hence, Beastmen were created: men that became animals, and animals that became men, a mix that is wholly chaotic.

Shunned and abhorred by every other race, the Beastmen are better creatures, driven by animal rages and a highly destructive instinct. They do not seek conquest or glory, they fight only to bring ruin to others, to sow destruction and discord and bring other races to their knees. In particular, they despise the humans who they can never be, filled with self-loathing that turns to aggressive hatred. They are a constant threat, hiding out in the wilds of the world, favouring heavy woodland areas where they can remain hidden from the eyes of civilised races. But even in the lands of the south, in steaming Brettonnia and the bright lands of Tilea, and far to the east across the Mountains of Mourn, the ancient forests and desolate foothills harbour hidden Beastmen lairs. In the Old World they are particularly populous in the Drakwald and the Forest of Shadows, but are found as far afield as Cathay, the Southlands, and the massive forests west of Naggaroth.

Beastmen live in roaming warbands led by the strongest among them. Beastmen tribes are extremely dangerous in battle, a ferocious horde of brutish warriors, great lumbering chariots, packs of slavering Chaos Hounds and herds of larger beasts eagerly tear apart any enemies that dare to stand in their way. The Beastmen pour from their forests in endless masses, stretching across the horizon. Often the horde breaks quickly into warring factions, for the Beastmen are children of Chaos and organisation is order is an alien concept to them.

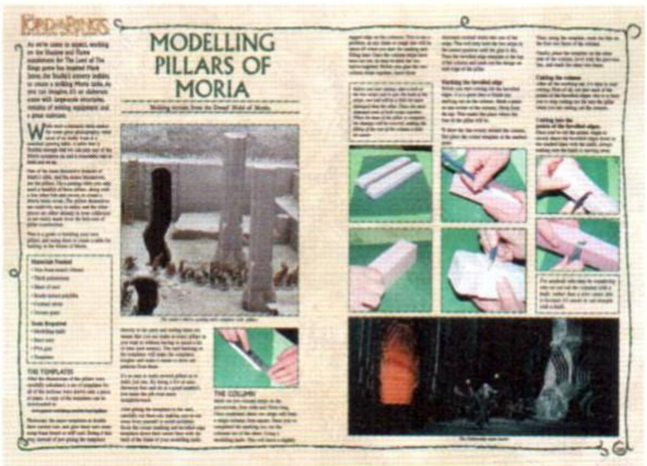
A particularly hated foe of the Beastmen are the Wood Elves. Unbeknownst to most races, a secret war is constantly waged between the Elven folk of Athel Loren and the bestial hordes. They battle for possession of the sacred groves, where magic gathers in large amounts. The Wood Elves secure these places with waystones to absorb the magical energy, while the Beastmen erect their crude herdstones to siphon the surrounding power from the landscape and spoil it across the world.

FAMOUS REGIMENTS OF THE IMPERIAL GUARD

With the Eye of Terror Global campaign in the offing, White Dwarf looked at some of the most renowned Imperial Guard regiments fighting around the Cadian Gate, including the Mordant 303rd, the 'Acid Dogs', represented by this veteran sergeant.

THE SEVEN SIGMARITES

This month's Warhammer Battle Report was a multiplayer game with one army composed entirely of heroes! Seven devout followers of Sigmar took on Paul Sawyer's horde of Chaos… and lost. "…humiliating defeat for the Empire clerics and their new boy wonder, Valten!" offered Paul, magnanimously.

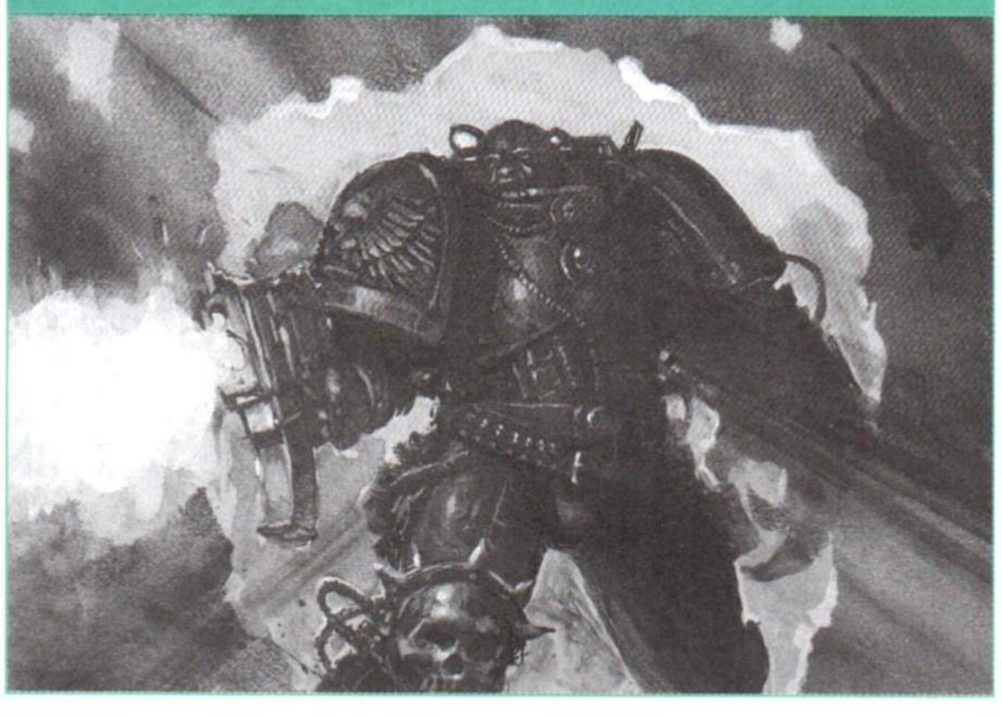


PILLARS OF MORIA

The Lord of the Rings **Strategy Battle Game was in its The Two Towers era back in 2003, although a recent expansion – Shadow and Flame – expanded on events in Moria in *The Fellowship of the Ring*. White Dwarf duly presented this guide to building your own version of the ill-fated Dwarf hold.**

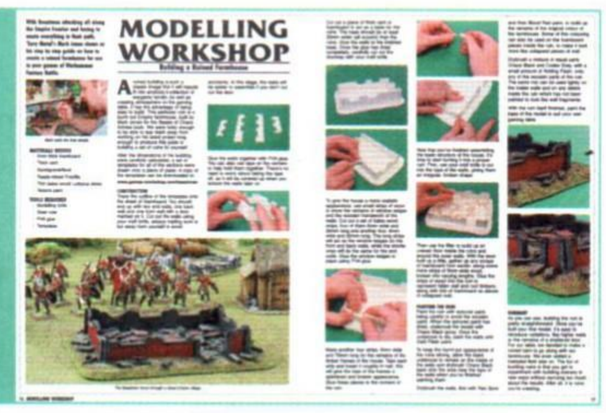
HUMANITY'S SHIELD

Of course, it wasn't only the Imperial Guard battling Abaddon's forces in the Eye of Terror campaign. "With the forces of Abaddon the Despoiler flooding through the Cadian Gate, the Imperium's defences are hard-pressed to stem the tide of Chaos threatening to overwhelm them. But amongst the defenders stand at least twenty Space Marine Chapters…" – and in this issue's Index Astartes we took a look at a number of them, including the Space Wolves, Howling Griffons, Death Spectres, Subjugators, Dark Angels, Doom Eagles, Marines Exemplar, Harbingers and Ultramarines.



BUILDING A RUINED FARMHOUSE

"With Beastmen attacking all along the Empire frontier and laying to waste everything in their path, 'Eavy Metal's Mark Jones shows us his step by step guide on how to create a ruined farmhouse…" we wrote, introducing that month's Modelling Workshop. The ruined farmhouse itself definitely lived up to its name, being a pile of smashed stone and charred timbers. Just the way Beastmen like it. We hear many a farmhouse was ruined before the month was out.



DEFENDERS OF THE IMPERIUM

In an amazing case of "It's almost like we planned it…", the unfolding Eye of Terror campaign happened to coincide with the appearance of a new Codex: Imperial Guard on the horizon. White Dwarf 284 offered a preview of the forthcoming codex. Coinciding, as it did, with what was then by far the biggest worldwide campaign in the history of Warhammer 40,000, the codex was a major event, giving the men and women of the Imperial Guard their well-deserved due.

GETTING STARTED WITH...

KILL TEAM

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 calibrate our sniper scopes, sharpen our combat blades, load up on demolition charges and take a closer look at Kill Team.

While huge battles rage across countless galactic war zones, covert missions are taking place behind enemy lines. Skilled teams of hand-picked operatives have been tasked with the destruction of enemy supply lines, securing vital attack routes, assassinating key targets and causing general disruption and mayhem to further their faction's goals. These bands of hardened warriors are known as kill teams.

Warhammer 40,000: Kill Team is a game of intense skirmish combat in which two to four players pit their specially chosen teams (not to mention their wits and tactical genius) against each other in deadly killzones. Kill Team has a lot to offer a hobbyist – for a start, it has subtly different rules to Warhammer 40,000, giving you another way to play one of your favourite games, with plenty of opportunities for creating immersive campaigns around your games. Kill Team is also great for hobbyists who like building and converting unique models, which can be used to represent the specialist fighters in your team. So read on, commander, to discover the best ways of getting into Warhammer 40,000: Kill Team.

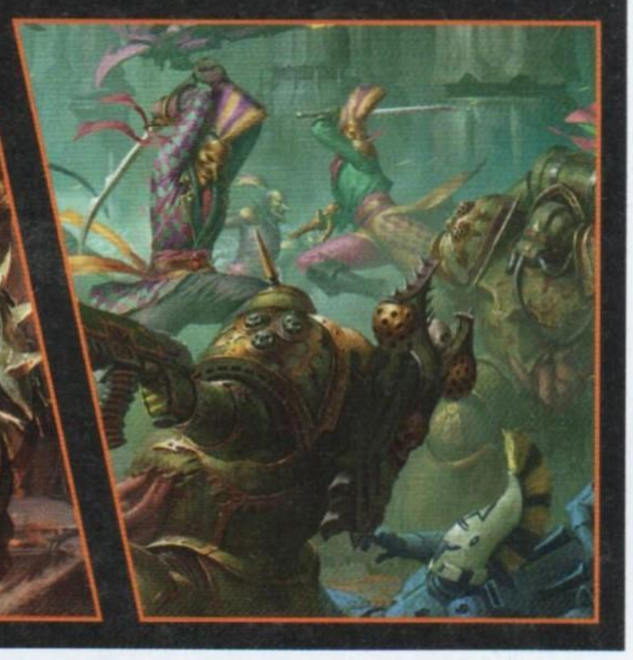
MISSION INITIATED

The best way to get started with Warhammer 40,000 Kill Team is the starter set! Inside you'll find two kills teams – Genestealer Cults and Skitarii – a card game board, scenery to build your first killzone and a rules manual.

PICK YOUR KILL TEAM

+++Kill team mission received. Assignment commander required. Accept mission? Repeat, accept mission? Mission accepted.+++

When embarking on a kill team campaign the first thing you need to do is to pick your faction. There are 16 to choose from, each with their own skills and abilities. Will you assemble an insidious Genestealer Cult, a small but deadly kill team of Space Marines or a mob of unsubtle Orks? The choice is yours.

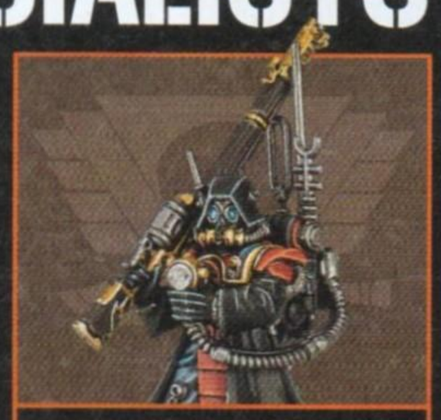


ENLIST YOUR SPECIALISTS

+++Kill team mission analysed. Specialists required to fulfil mission objectives. Designate team leader and assign mission roles to specialists. Operatives inbound.+++

LEADER
Every Kill Team needs a Leader. Some are charismatic individuals, others are cunning tacticians. All are deadly killers, leading their warriors with ruthless efficiency.

COMBAT
Whether they're skilled with a blade, a brutal brawler or an unhinged maniac, a Combat specialist is always handy to have around when the fighting gets close and personal.



COMMS
Ensure the members of your kill team know their orders by employing a Comms specialist. They also keep an eye on enemy movements and find ways to counter them.

DEMOLITIONS
Kaboom! Demolitions specialists are experts at, well, demolishing things! They also tend to be pretty nifty with flamethrowers as well as grenades and explosives.

HEAVY
Those warriors entrusted with heavy weapons can often become Heavy specialists. As well as churning out ferocious firepower, they're often also pretty hard to kill.

MEDIC
A Medic in your kill team can help keep fatalities to a minimum. Their training means that most Medics also know just the right place to hurt an enemy fighter really badly!

SCOUT
Fast and sneaky, Scout specialists are the best way to outmanoeuvre your opponents. They are also experts at identifying enemy positions for future elimination.

SNIPER
Snipers are particularly useful when it comes to taking out key enemy targets (like other specialists) from a distance. They can redeploy pretty swiftly when needed, too.

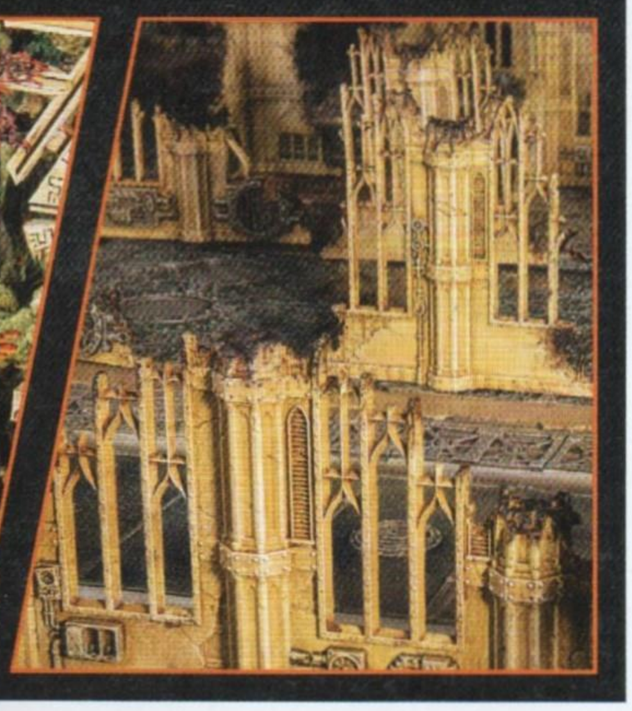
VETERAN
Veterans have been there, done that and slain all before them. They are reliable fighters in combat and at range and they rarely cower in fear when the bullets start flying.

ZEALOT
Zealots combine ferocity with a stubborn refusal to die. They are great line-breakers, their fanatical devotion enabling them to shrug off wounds that would kill other warriors.

DEPLOY TO THE KILLZONE

+++Deployment imminent, killzone in sight. Weather: inclement. Terrain: uncompromising. Environment: hostile. Proceed with caution.+++

With your kill team assembled and your specialists picked, you must now take to the battlefield and face your foes. There are five unique killzones so far in which to fight your kill team battles, from a Munitorum cargo bay to the dense foliage of a Death World Forest. Each killzone set includes terrain and is available separately.



WARHAMMER 40,000 KILL TEAM

WARHAMMER40000.COM/KILLTEAM

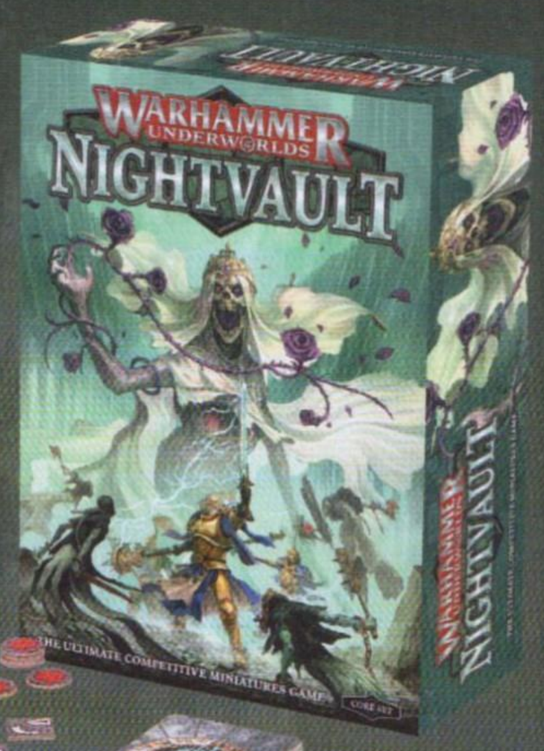
WARHAMMER UNDERWORLDS
NIGHTVAULT

WARHAMMER UNDERWORLDS: NIGHTVAULT IS AN ACTION-PACKED COMBAT GAME FOR TWO PLAYERS

Gather your warband, enhance your warriors with unique skills and upgrades, and lead them to victory against your foes

A FAST PACED GAME OF TACTICAL ARENA COMBAT FOR 2 PLAYERS

Includes 10 Easy to Build plastic miniatures



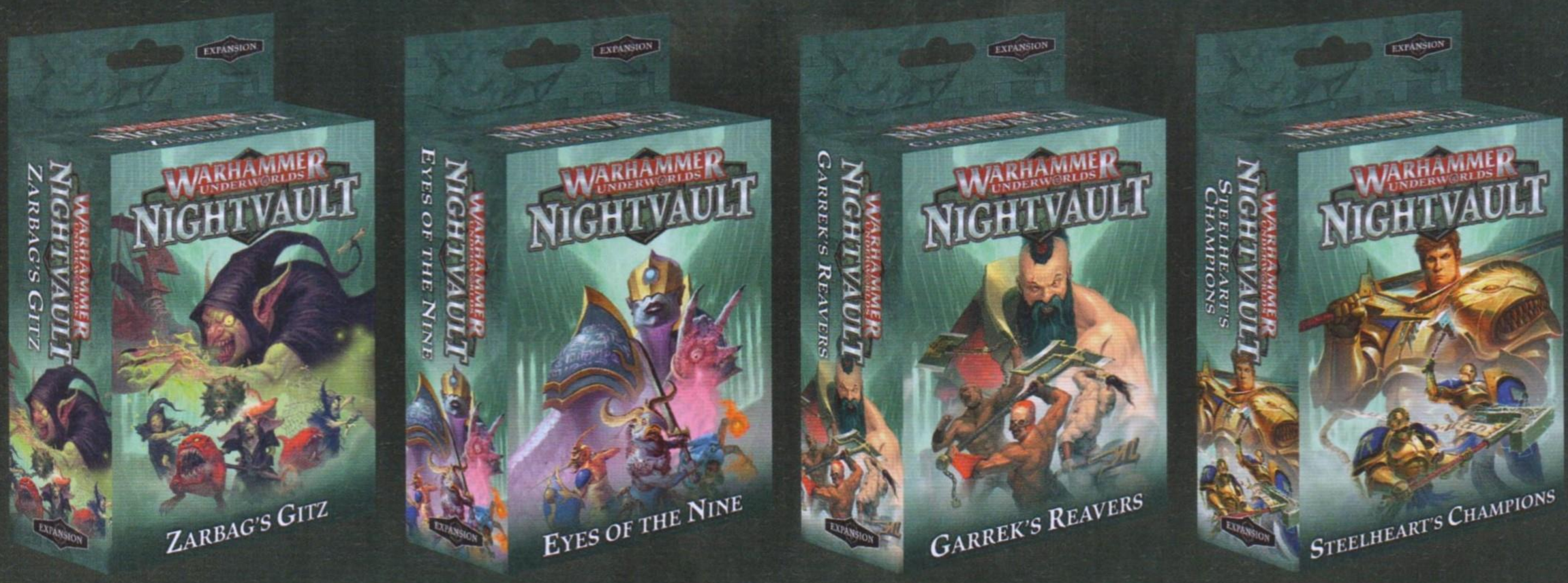
BUILD YOUR WARBAND

CONSTRUCT YOUR DECK

DEFEAT YOUR RIVALS

NEW WARBANDS

Add more tactical choices, miniatures and cards



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COVER FEATURE

OPENING THE NIGHTVAULT

Sharpen your blades, polish your shadeglass shards and harness the winds of magic – we're about to take a closer look at Nightvault, the new core set for Warhammer Underworlds and the next instalment in the story of Shadespire, the Mirrored City.

Once a glittering metropolis in the Realm of Death, Shadespire was home to the Katophranes, a race of wizards, inventors and scientists who discovered how to preserve a soul after death using a mystical material known as Shadeglass. Such meddling in the natural order of life and death angered Nagash, the God of the Dead, who cursed the inhabitants of Shadespire to an eternity of suffering. Yet despite Nagash's curse, adventurers still travelled to the Mirrored City. Many searched for the treasures of the Katophranes, while others sought to release the Katophranes from their curse. Some looked for answers to a curse of their own, while others journeyed to Shadespire simply to kill and slaughter. All became prisoners of the Mirrored City.

And one day, the city's shadeglass towers began to shake and shatter. Nagash had tried to harness all the magic of Shyish and the resulting necroquake was felt across the realms. The prisoners of Shadespire watched in horror as glittering spires disintegrated into depthless chasms. As the tintinnabulation of shattered glass faded away, the wailing began. The Nightvault had been breached…

Zarbag's Gitz warband is unique in that it contains nine fighters – more than any other in the game. But what will it be like to play Warhammer Underworlds with so many fighters?

THE STORY CONTINUES

So what is Warhammer Underworlds: Nightvault all about? Put simply, it's a new edition of (and narrative sequel to) the incredibly popular Warhammer Underworlds: Shadespire, a fast-paced arena combat game for two to four players that came out last year. However, where the Shadespire Core Set and its expansions are set amid the glittering spires of the eponymous city, Nightvault takes the game to the oubliettes, dungeons and sinister laboratories that lie beneath Shadespire. Though so far sealed off from the city above, Nagash's necroquake caused the Nightvault to open, releasing all manner of undesirable creatures, among them cave-dwelling grots, Chaos worshippers, ghostly revenants and other, much larger and deadlier foes. For Nagash, the opening of the Nightvault is an opportunity to exert his prodigious will over the city's undead inhabitants and try to reclaim it. For others, the horror-filled cells of the Nightvault could provide answers to some very deep questions.

"The story of Nightvault ties directly into that of Warhammer Age of Sigmar," says Studio product developer Tom Merrigan. "The dead are rising up all across the Mortal Realms due to the vast build-up of necromantic magic in the Realm of Death. The dead of Shadespire are no exception, which is why the main protagonists in this edition of Warhammer Underworlds are the Thorns of the Briar Queen – a Nighthaunt warband. While they float up from the ruined vaults beneath the city, a Stormcast Eternals warband – Stormsire's Cursebreakers – are trying to uncover the mysterious properties of shadeglass and whether it can help solve the complications inherent in the reforging process of a Stormcast Eternal. The problem is, they may have to go into the Nightvault to find the answer, and there are some pretty horrible creatures lurking down there."

> **"Nightvault is set in the oubliettes, dungeons and sinister laboratories that lie beneath Shadespire."**

PLAYING NIGHTVAULT

Warhammer Underworlds: Nightvault features uses an updated version of all the rules you'll be familiar with from Shadespire. If you haven't played before, it's a really quick game to get into. Once you've got the hang of the basics, you can play a game in around half and hour, making it ideal for a quick afternoon match or enabling you to play many games in quick succession. ▶

GAMBIT CARDS

In Warhammer Underworlds: Nightvault there are two types of power cards – upgrades that give permanent bonuses or abilities to a fighter, and gambits. Gambits can be played during the power step at the end of an activation or sometimes as a reaction to something happening in the game. Gambits come in two forms – ploys and spells. Ploys (which have a dagger symbol in the top left corner) can be played on enemy fighters, friendly fighters and even areas of the battlefield. Spells (which have a wheel of magic in the top left corner) can only be played if you have a wizard fighter in your warband.

Some warbands such as the Eyes of the Nine have one or two wizards among their numbers. Others, like Stormsire's Cursebreakers, are made up entirely of wizards – a terrifying prospect!

"...all the warbands and cards from Shadespire are compatible and competitive in this edition of the game."

▶ Indeed, Warhammer Underworlds was designed with competitive play in mind and there's a thriving tournament scene around the world. "Warhammer Underworlds combines elements of miniatures wargaming with collectible card games and deck building all rolled into one," says Dave Sanders, one of the game's creators. "Your miniatures – your warband – battle it out on the game boards, while the cards in your hand offer you bonuses and upgrades for your fighters, plus objectives you'll need to complete to earn glory points. The rules are straightforward but there's a lot of depth to them. Every decision you make, from the warband you pick and the cards in your deck to the tactics you employ in pursuit of objectives, has an impact on the outcome of every game."

That level of depth is only going to get deeper with the release of Warhammer Underworlds: Nightvault. The Shadespire series had eight warbands to choose from and 437 cards with which to build your decks (not to mention the 60-card Leaders deck that came out a few months ago). The Warhammer Underworlds: Nightvault series – sets for which will be released over the course of the next 12 months – adds a further eight warbands to the mix, plus an additional 557 power and objective cards (for a grand total of 1,054 power and objective cards). And, best of all, the warbands and cards are all compatible!

"Completely compatible," says Tom. "Nightvault has the same game system at its core. We worked really hard to ensure all the warbands and cards from Shadespire are compatible and competitive in this edition of the game. Universal cards (cards that can be used by any warband) from Nightvault can be used with Shadespire warbands and vice versa. You may find there are new cards that change how you use your existing warband and you may revise your deck to include some of them. Conversely, you may pick up one of the new warbands and recall a card from Shadespire that would be perfect in your new deck. Of course, if you're new to Warhammer Underworlds and deck-building games, we'd suggest picking up the Nightvault Core Set, which includes prebuilt decks for new players so you can get into the game quickly and easily without too much fuss. Then you can delve into the game's depths at your own pace. ▶

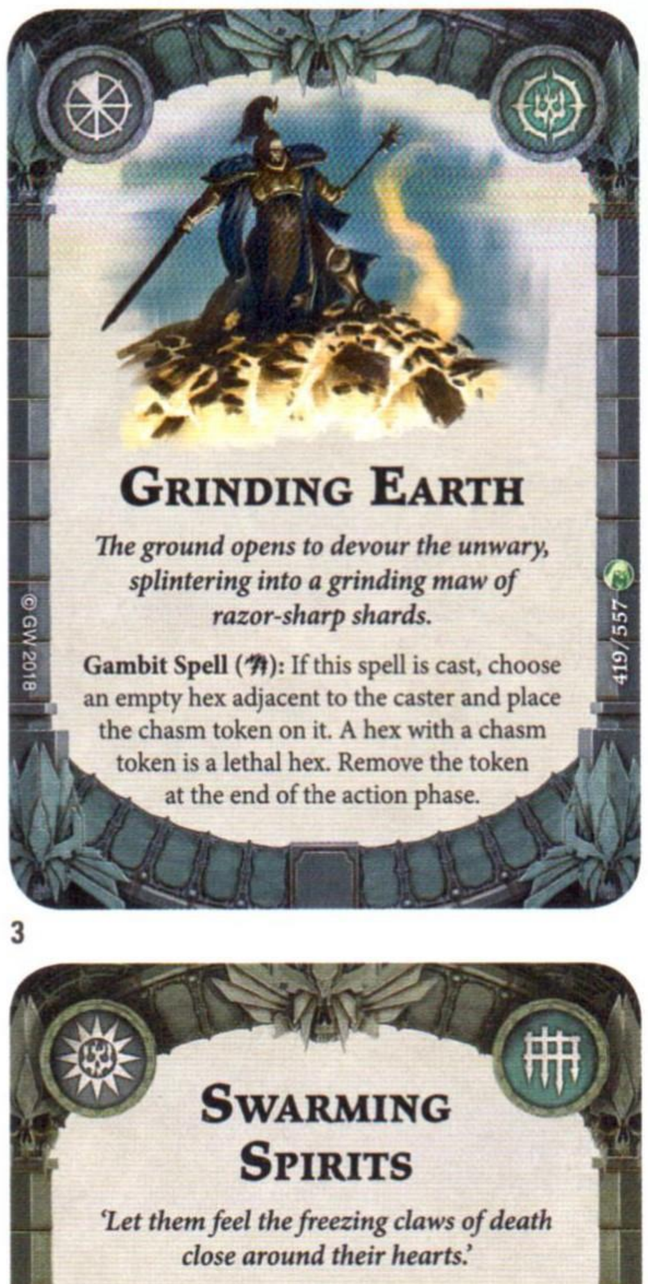
TOKENS

Tokens play a significant role in this edition of Warhammer Underworlds – often a ploy or ability will now instruct you to place a move, charge or guard token next to a fighter. Sometimes an ability will instruct you to take them away instead! The ploy card Spectral Parry, for example, enables you to place a Guard token next to a Thorns of the Briar Queen model.

The artwork for Warhammer Underworlds was already pretty grim in the Shadespire rulebook. The illustrations in Nightvault take that to a whole new level of macabre horror. You have been warned!

WHAT'S ON THE CARDS FOR NIGHTVAULT?

There are lots of new cards for Warhammer Underworlds: Nightvault – 557 of them, to be precise, not including the character cards! Here, we take a look at some of the cards' new features.



There is now a wizard symbol on some character cards **(1)**. Ammis Dawnguard – one of Stormsire's Cursebreakers – is a level one wizard, as indicated by the staff symbol next to her name. The number 1 denotes her wizard level. You'll also notice that she has a special Empower action – a spell that enhances her combat prowess.

The Briar Queen is a level two wizard **(2)** but begins the game with no spells on her fighter card. You'll need to play gambits through her such as Grinding Earth **(3)** – note the winds of magic spell symbol in the top left corner of the card – or spend glory to give her spellcasting upgrades such as Curse of Unbinding **(4)**.

There are plenty of characterful objective cards in Nightvault that reward you for playing in the character of your warband. Magical Supremacy **(5)**, for example, rewards you for casting spells when using Stormsire's Cursebreakers while the Thorns of the Briar Queen can score glory by floating through enemy fighters **(6)**.

MAGIC IN WARHAMMER UNDERWORLDS

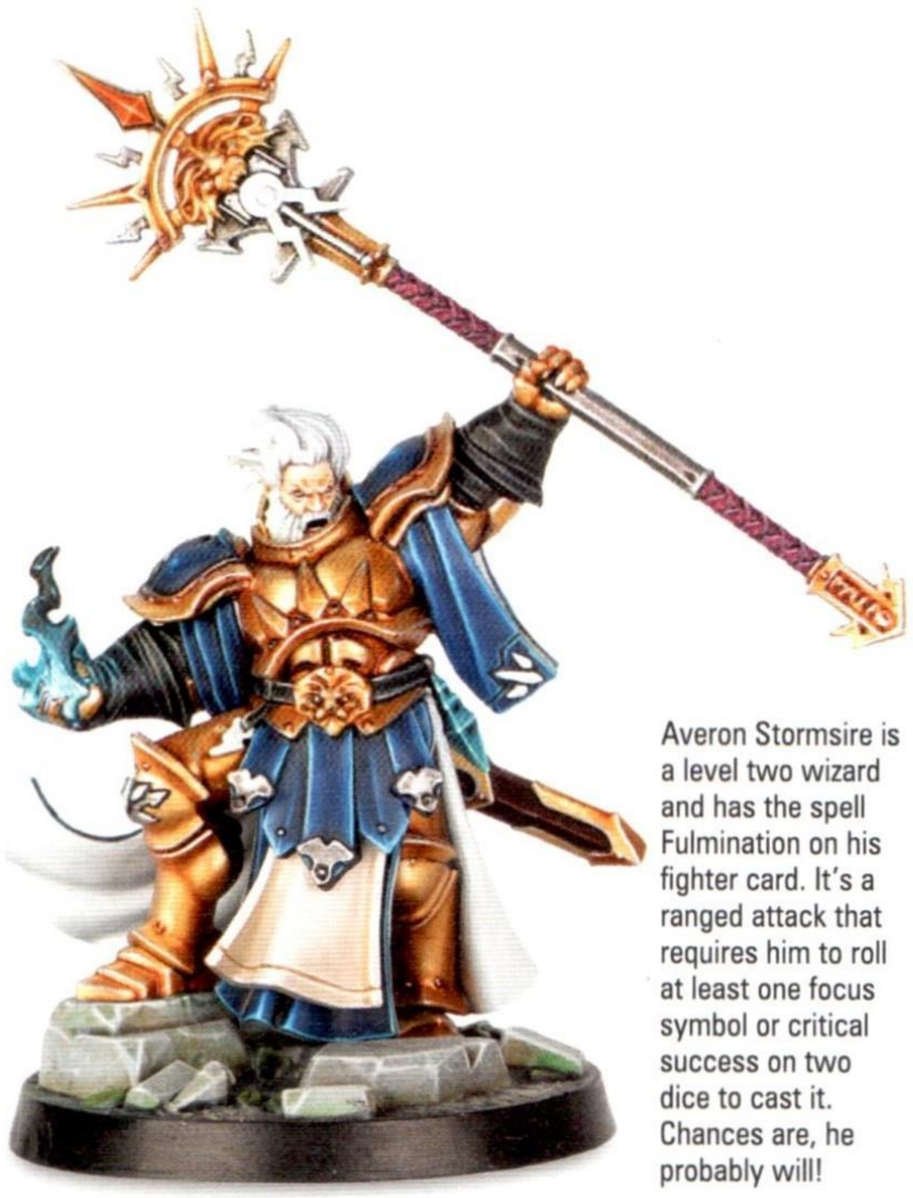
As is so often the case in Warhammer, where there are swords, there is almost inevitably sorcery! For the first time, Nightvault introduces magic and wizards to Warhammer Underworlds, enabling you to zap your foes with spells and bolster your own fighters with powerful incantations.

There are several ways in which spells appear in the game. Some appear on a wizard's fighter card as an attack action or reaction. Others appear on upgrade cards – the Briar Queen, for example does not begin a game with spells but can be upgraded with them. Lastly, a spell may be played as a gambit. However a spell comes into being, dice will need to be rolled to see if it is successfully cast – the more powerful the wizard, the more dice you can roll to cast your spell and the greater the chance of success.

Critical success

Magic Symbol – Channel

Magic Symbol – Focus



Averon Stormsire is a level two wizard and has the spell Fulmination on his fighter card. It's a ranged attack that requires him to roll at least one focus symbol or critical success on two dice to cast it. Chances are, he probably will!

WHAT'S NEW IN NIGHTVAULT?

So what changes does Nightvault bring to Warhammer Underworlds? For a start, some of the game mechanics have been tidied up and tweaked based on the invaluable feedback from the gaming community. There are new game mechanics, too, such as Scatter, which can be used to represent a chain of events happening along a random path. This will often take the form of a played gambit, but some fighters – such as the Moonclan Grot Fanatic Snirk Sourtongue

> **"...you could form a strategy around nudging enemies into lethal hexes to kill them off..."**

– just move that way naturally. Having something Scatter around can seem negative to begin with but actually there's considerable potential for destruction when used cleverly.

The rules from the Shattered City board pack are now also part of the core rules, meaning that fighters now have to watch out for lethal hexes as well as enemy fighters. The game boards for Nightvault feature lethal terrain hexes that you will have to take into consideration when formulating your tactics. "Used correctly, lethal hexes can be game winners," explains Dave. "Models that don't normally cause much damage can push a warrior back into a lethal hex and potentially double up on their damage or cause that last wound that's needed to kill them. There are also objectives that you can score glory with for pushing an enemy into a lethal hex."

The Thorns of the Briar Queen have a different style of play to the Sepulchral Guard. They can't be resurrected, but they can move through terrain and enemy fighters due to their ethereal nature.

"The objective Calculated Risk actually rewards you for running a fighter through a lethal hex!" adds Tom. "The Thorns of the Briar Queen ignore the effects of lethal hexes, too – you could form a strategy around nudging enemies into lethal hexes to kill them off while ignoring the effects yourself. Also, warbands such as Ironjawz inspire when they take damage – run all the orruks through to inspire your whole warband!" But the main change – if you hadn't guessed already – is the addition of magic.

HARNESS THE WINDS OF MAGIC

"We've brought magic and wizards into the game," says Dave. "Magic is such a fundamental part of Warhammer and it's the perfect addition to Nightvault. Magic takes many forms in the game – sometimes it appears as an attack on a wizard's character card, other times as a gambit or an upgrade. The more powerful the wizard – as indicated on their card – the easier for them it is to cast spells. It's worth noting, though, that all spells need to be cast – we're used to ploys being a free event, but a dice needs to be rolled for every spell, no matter how they are brought into play, and you have to have a wizard on the board to cast it. The reward for casting a spell is high, though – a lot of them are really dangerous and there are even a few rare spells that can only be cast if a critical success is rolled. There's also no limit to how many spells a wizard can cast – if you get the right cards in your hand you can activate the wizard, cast a spell on their profile then manifest out another two or three spells in the power step using gambits."

But what about warbands that don't have wizards – this all seems a bit unfair on them. "Not at all," says Tom. "Firstly, spells are gambits, so only half your power deck can be made up of them. The more spells you take, the fewer ploys you'll have. And remember, no spell is guaranteed to cast. On top of that, we've introduced a few anti-magic upgrades and ploys to the game, such as Nullstones, that can stop spells or harm wizards who try to cast them. There are also objectives that reward the casting of spells and the killing of wizards, so you can gain glory points from them in several ways. Wizards are going to be a big feature of Nightvault, whether you enjoy using them in your warband or killing them!" **DH**

> **"Wizards are going to be a big feature of Nightvault, whether you enjoy using them in your warband or killing them!"**

REACTIONS

Reactions are a key part of the rules in Warhammer Underworlds and a cunning tactician will know just the right moment to use them, effectively humbugging the enemy's carefully laid plans. Some reactions can be found on a character card, enabling a fighter to attack out of sequence or move as a result of something happening. Others can be found on upgrade cards or ploys. You can even play reactions to reactions if you can get your sequence of events in the right order. A favourite reaction card of ours is the universal upgrade Lucky Trinket, which enables you to nullify a spell cast near the bearer.

GOLDEN DEMON

CLASSIC 2018

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 the Single Miniature category winners from the Classic event at this year's Warhammer Fest.

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

SLAYER SWORD WINNER

WHAT THE JUDGES SAID

"It's immediately obvious that Angelo's model is nicely balanced, with a strong composition," says Max Faleij, "but he also perfectly captured the essence of the miniature. He's added his own unique touches to the original model with conversions, but they are all sympathetic to the narrative of the character. The colours are all earthy and green, but the muted palette adds a sense of rot and decay. Even the label is Nurgley!"

"Everything on the model was consistent and brilliantly finished," adds David Waeselynck.

GOLD, WARHAMMER FEST 2018, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE

HORTICULOUS SLIMUX BY ANGELO DI CHELLO

WIELDER OF THE SLAYER SWORD

Golden Demon veteran Angelo Di Chello won his third Slayer Sword at this year's Classic event, along with another gold in the 'Eavy Metal Paint Masters category and a bronze with his Warhammer Age of Sigmar Large Monster. Yet despite Angelo's long list of previous victories, he seemed genuinely surprised that he'd won the Slayer Sword with his Horticulous Slimux. We caught up with him when he'd settled down…

> **"...I took inspiration from frogs as I wanted it to appear as a daemon rooted in nature."**

White Dwarf: First of all, many congratulations Angelo! You seem quite taken aback – did you not think you were in with a shot at winning the Slayer Sword or are you just being modest?

Angelo Di Chello: If I'm being honest, I was very surprised to win with this piece as the paintwork is quite outside my comfort zone. I normally use combinations of strong contrasting colours to help my miniatures stand out, but I decided to try a more realistic palette for this model. I had hoped it would still manage to stand out, but I'm surprised it stood out enough to win the Slayer Sword! It's definitely an unexpected result, but as you can imagine I'm very happy with it. It's also my first Slayer Sword at a Golden Demon: Classic event, which is the hardest to win.

WD: Well, it was definitely a successful experiment! What made you decide to try a different colour palette this time around?

ADC: When I was researching colour schemes for the miniature, I took inspiration from frogs as I wanted it to appear as a daemon rooted in nature. I ended up using a muted palette on both the rider and the mount as I didn't want them to stand apart from each other – that would've risked drawing too much attention away from the overall piece and compromised the natural look I was aiming for.

WD: What drew you to the Horticulous Slimux model in the first place?

ADC: I love the Nurgle miniatures range as they all have a comical appeal despite being disgusting plague daemons. I was really drawn to the fantastic sculpt of the model, but not just for painting purposes. No-one believes me when I tell them this, but I often use my models to represent different characters in games of Warhammer Fantasy Roleplay!

MUTED COLOURS

We refer to 'muted colours' with Angelo Di Chello's Slayer Sword winner, but what do we actually mean by muted colours? Thankfully, Max was more than happy to explain:

"Muted colours refer to desaturated, earthy shades. They are often used as secondary colours that sit in the background of a miniature, acting as a neutral canvas upon which vibrant tones really stand out. This contrasting vibrancy can be applied on a more subtle level, such as with the teal Angelo used as a central spot colour."

THE GARDENER OF NURGLE

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Angelo experimented on this model, keeping to a much more limited colour palette than he would traditionally favour to use. This is especially noticeable in the limited contrast between the three main parts of the model – the daemon beast known as Mulch, its large coiled shell and Horticulous Slimux himself **(1)**. This blend of muted colours helps to achieve a really natural overall feel to the model.

Even the roots of the tree growing on the back of Mulch's shell have been painted in earthy colours so as not to stand apart from the rest of the model **(2)**. Angelo also extended the height of the tree and embellished it with plenty of additional details. These include a skeleton hanging in gibbet cage (from the Aleguzzler Gargant kit), a large sonorous tocsin (from the Putrid Blightkings kit) and a variety of Nurglings playfully cavorting on the tree's branches **(3)**.

GOLDEN DEMON

LORD OF THE STORM

Beaten into second place only by the overall winner, this Lord-Celestant painted by Gareth Nicholas features a striking colour palette. "Cyan, magenta and ochre are a triad of colours that work really well together," says Gareth. "I chose the Lord-Celestant on Dracoth as there are a wide variety of textures and surfaces to work with and it's a large enough canvas to really showcase the skills of the painter. But I've always found the pose of this miniature wonderfully dramatic and have been wanting to paint it since the launch of Warhammer Age of Sigmar."

"Cyan, magenta and ochre are a triad of colours that work really well together."

WHAT THE JUDGES SAID

"Gareth's Lord-Celestant represents the opposite end of the painting spectrum from Angelo's entry," says David. "The vibrant colours he has used make the exceptional quality of his blending really stand out."

"The smooth blending and reflective surfaces are something of a hallmark for Gareth," says Max, "but what helps the piece stand out is his well-composed choice of colours."

SILVER, WARHAMMER FEST 2018, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE

LORD-CELESTANT BY GARETH NICHOLAS

IN SIGMARITE CLAD

Rather than non-metallic metal exclusively on the armour, Gareth took a mixed approach. The turquoise armour panels are painted as non-metallic metal, with fixed light sources and reflections but the gold trim and steel elements use metallic paint **(1 and 2)**.

Gareth painted the design on the Lord-Celestant's cloak **(3)** by freehand and made extensive use of stippling to add texture to the fabric.

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THE LORD OF TENTACLES

This heavily converted version of Gutrot Spume was a labour of love that took Yohan Leduc nine months to complete. "I wanted to create a really strong harmony with the overall arrangement of the model," says Yohan. "To help achieve this, I emphasised Gutrot Spume's nautical heritage by adding lots of details such as a trident, ship wreckage and even a sandy beach. To further help him stand out as my own interpretation of the character, I repositioned him and replaced his helmet with a bare head, adding a tentacle in place of hair like a wriggling ponytail!"

"I wanted to create a really strong harmony with the overall arrangement of the model."

WHAT THE JUDGES SAID

"This entry was actually my personal favourite of the day," says David. "This turned out to be the most hotly contested category, and all three of the winners could feasibly have won the Slayer Sword. What I liked most about this model was that I noticed something new each time I looked at it. The breadth of colours on just the shoulder pads alone is hugely impressive, and is a testament to how much time and effort went into it."

BRONZE, WARHAMMER FEST 2018, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE

GUTROT SPUME BY YOHAN LEDUC

THE MANIFOLD BLESSINGS OF NURGLE

Yohan chose to paint Gutrot Spume as it offered ample opportunity to paint different materials and textures such as pockmarked armour, leather and rust as well as bloated flesh and oily tentacles **(1)**. Yohan sculpted more than 70 circular suckers onto Gutrot Spume's tentacles to make them appear more like those of an octopus **(2)**. To further reinforce the model's nautical theme, Yohan added some ship wreckage to the model's base **(3)**.

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GOLDEN DEMON

FIRST OF THE TEN THOUSAND

16-time winner Gareth Nicholas claimed gold in the Warhammer 40,000 Single Miniature category with his stunning version of Trajann Valoris painted in immaculate white armour. "When considering what to paint for Golden Demon I tend to look for miniatures that both inspire me and offer an interesting technical challenge," says Gareth. "I really love the aesthetic of the Adeptus Custodes and I've had my eye on Trajann Valoris since the release at the beginning of the year. It's a fantastic looking miniature that offers the opportunity to work with many different elements: the ornate armour, the heavy cloak, the feathers and the lion pelt. I always enjoy painting faces, so the fact that Trajaan isn't wearing a helmet was a bonus!

"I was keen to try something different from his traditional gold armour and see what he would look like in the white of the Solar Watch. I've been wanting to revisit white armour since I painted a White Scar entry last year, as it is quite the challenge to achieve high contrast while maintaining smooth blends and I learnt some things from that piece that could help me here. Gold is an important element for the commander of the Custodes though, so I decided to paint all the embellishments on the armour in this way."

"I was keen to try something different from his traditional gold armour and see what he would look like in the white of the Solar Watch."

GOLD, WARHAMMER FEST 2018, WARHAMMER 40,000 SINGLE MINIATURE

TRAJANN VALORIS BY GARETH NICHOLAS

WHAT THE JUDGES SAID

"It's always great to see painters trying out new and creative colour schemes," says Max. "Gareth's choice of armour colour instantly stands out, but what really sets it apart is the consistency and flawless quality of the finish. The miniature features many different materials and textures, and Gareth tackled each one differently to great effect. A good example is on the cloak, where the highlights on the gold weave stand out from the red."

CAPTAIN-GENERAL OF THE CUSTODIAN GUARD

The white armour on Trajann Valoris is naturally desaturated so Gareth painted many of the other elements with full intensity, though he used more muted tones for the organic elements of the feathers and lion pelt **(1)**. Gareth initially considered painting the model with a purple cloak for a suitably regal look, but decided on retaining the more traditional red **(2)**. He ended up using purple as a spot colour on areas such as the axe blade **(3)**.

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THE POXWALKER CURSE

Golden Demon legend David Soper has amassed 12 gold awards to date (five of which won Slayer Swords!). He bagged a silver for this outstanding Poxwalker. "The temptation with Golden Demon is to go all out with a fancy character model," says David, "but I was very pleased with how the Poxwalker had turned out so I decided to trust in the quality of my painting. I try to set myself a challenge on each model I paint and wanted to try something other than green on a Nurgle model. I'd been toying with a yellow, purple and grey colour scheme for a while, so gave it a go!"

"I try to set myself a challenge on each model I paint and wanted to try something other than green on a Nurgle model."

WHAT THE JUDGES SAID

"Golden Demon is a painting competition first and foremost, so it's nice to see great examples of style over substance," says David. "By limiting themselves to a fairly unadorned model, the painter is forced to let the quality of their skills do the talking, which is exactly what David did with his Poxwalker entry. Even the model's base is understated, ensuring that the viewers' focus is always drawn to the model itself."

SILVER, WARHAMMER FEST 2018, WARHAMMER 40,000 SINGLE MINIATURE

POXWALKER BY DAVID SOPER

EXCELLENCE ACHIEVED WITH SIMPLICITY

David painted the Poxwalker's yellow trousers **(1)** with a combination of layering and glazes. He achieved the realistic oily stains on the model's trousers by building up the effect with multiple applications of washes, glazing, stipling and pigment powders. The flesh tones **(2 and 3)** were painted with a combination of glazing and stippling, which helped to create texture as well as an unhealthy pallor to the Poxwalker's skin.

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GOLDEN DEMON

FIRST CAPTAIN OF THE DEATH GUARD

Robin McLeod is a no stranger to painting Golden Demon winners, having picked up seven trophies to date. "The Death Guard have long been my favourite Warhammer 40,000 faction," says Robin, "so when the new Typhus model was released I knew I wanted to paint him up for Golden Demon. I have been practicing stippling techniques that help to add texture on the armour of my other Death Guard models. I achieved this by blending in layers of Gorthor Brown and Doombull Brown to imply all the filth and dirt that has built up over the millennia."

WHAT THE JUDGES SAID

"What really appealed to me about Robin's Typhus entry were the colours on the model's Terminator armour," says Max. "The surface of the armour plating has been superbly rendered and textured, as have the hooves on the model's feet. You can really see where he's played with the tone to personalise the colour scheme. It's great to see such an iconic character so beautifully presented and with no unnecessary adornments."

BRONZE, WARHAMMER FEST 2018, WARHAMMER 40,000 SINGLE MINIATURE

TYPHUS BY ROBIN McLEOD

THE HOST OF THE DESTROYER HIVE

The fly and bell amulets that hang from the tabard below Typhus' belly were some of Robin's favourite features to paint due to the character they add to the model. Robin applied verdigris to all the copper non-metallic metal effects such as on the Nurgle fly icon **(2)**, and used the same tones on the Nurgling's tongue to create the spot colour. He also applied a silvery non-metallic metal effect on all of the armour trim **(3)**.

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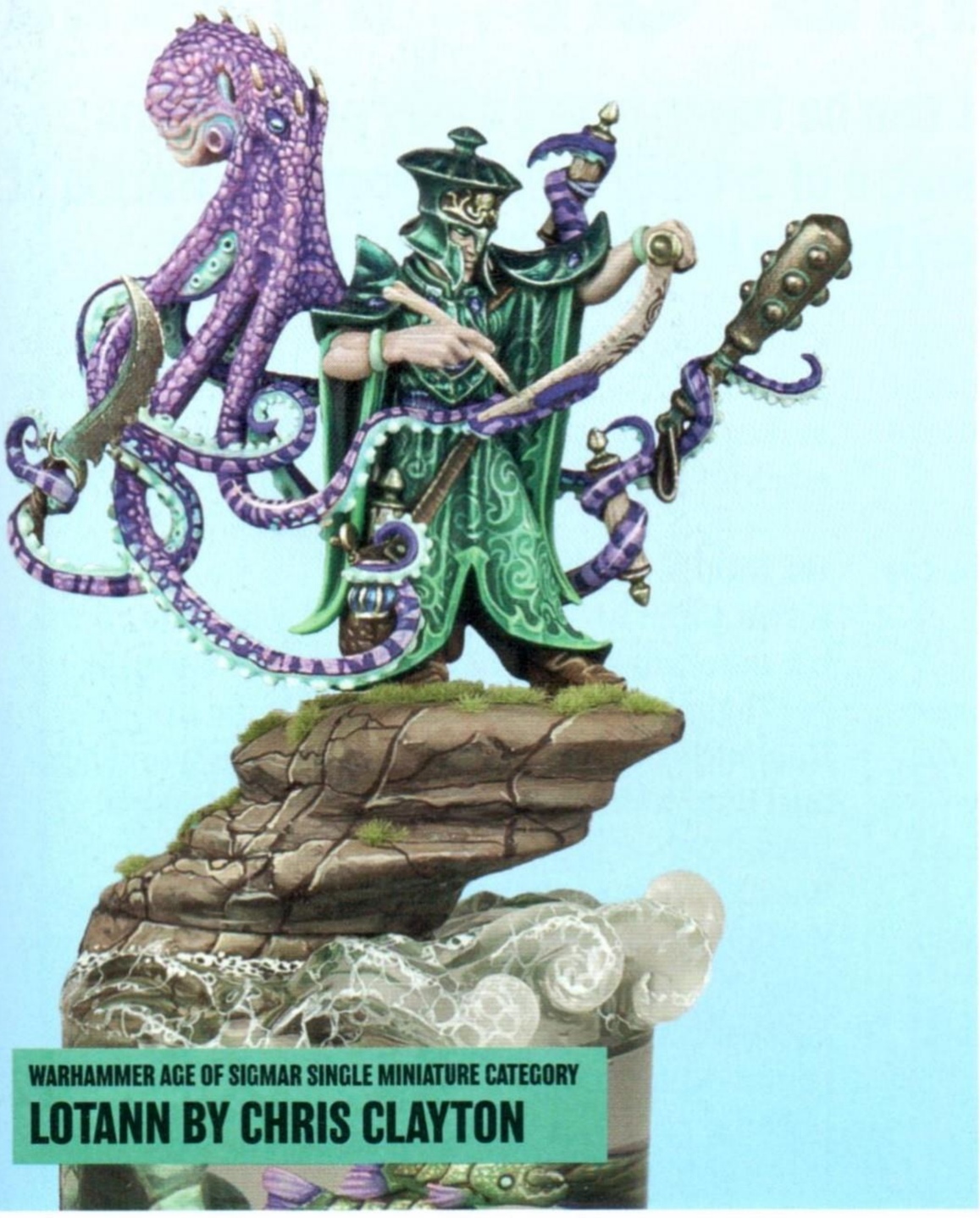
HONOURABLE MENTIONS

As is always the case at Golden Demon, there were many exceptional entries in this competition. Here are a few of the honourable mentions from the Single Miniature categories.



WARHAMMER AGE OF SIGMAR SINGLE MINIATURE CATEGORY

LOTANN BY CHRIS CLAYTON

WARHAMMER AGE OF SIGMAR SINGLE MINIATURE CATEGORY

AURIC RUNEFATHER BY QIANWEI SHI

WARHAMMER 40,000 SINGLE MINIATURE CATEGORY

RAGNAR BLACKMANE BY BEN BARKER

WARHAMMER 40,000 SINGLE MINIATURE CATEGORY

BLOOD ANGELS TERMINATOR BY SCOTT GEESON

THE THEATRE OF WAR

In Illuminations we look at the illustrations that can be found in our many publications. This month, artist Kevin Chin talks about the theatre of art and how it brings the worlds of Warhammer to life before making his nomination for the Illuminations Hall of Fame.

KEVIN CHIN, PAUL DAINTON & PHIL MOSS

Kev, Paul and Phil are three of the in-house artists in the Games Workshop Design Studio. They, along with the other talented members of the art team, have helped bring the worlds of Warhammer to life with their incredible illustrations.

A few months ago in Illuminations, we took a new look at the incredible art featured in Games Workshop's many publications. We sat down with Paul Dainton, Phil Moss and Kevin Chin – three members of the Design Studio's art team – and asked what makes a great piece of Games Workshop art.

Paul felt that a great piece of art should provoke an emotional response, while Phil felt that it was the characters portrayed in the art that really made it special. Between them, they explored a range of new and classic pieces of Games Workshop art, including Adrian Smith's Slaanesh Chaos Space Marine and Alex Boyd's Gutter Runners, John Blanche's Terminator Captain and John Wigley's Mordheim Dagger Juggler to name but a few. This month, Kev tells us what he thinks makes a great piece of Games Workshop art, with additional words of wisdom from Phil and Paul.

GREY KNIGHT
PAUL DAINTON

Kev: Something I've really come to appreciate in my time at Games Workshop is the thought-provoking blend of heroics and futility that permeates a lot of the illustrations created by our artists. Paul's Grey Knight captures that for me. This warrior will fight every day until the end of his life, but his struggle is essentially futile. Does that make his heroism even greater? Paul captures that determination and sacrifice so well in this piece.

THE THEATRE OF WAR

Kevin Chin: My experience of Warhammer art is a bit different to that of Paul and Phil. Growing up in Singapore, I knew virtually nothing about England and even less about Games Workshop and Warhammer. I was already working as a freelance illustrator by the time I came across Warhammer 40,000 and I immediately realised that it was something very different to what I was used to. I'd seen sci-fi in films and computer games, but Warhammer 40,000 was so far removed from that – it caught my attention like nothing I'd ever experienced. And the reason for this, I think, was its sense of theatre.

> **"I could still see the human among all the craziness and appreciate that what I was looking at was a human being taken to the extreme..."**

RAISING THE CURTAIN

One of the first Warhammer images I saw was the Grey Knight holding a severed daemon head (left) by Paul Dainton. I felt like I'd been dragged into a different world, which is exactly what you'd expect from a play in a theatre – you're transported somewhere by the visual imagery. I saw a space warrior in a huge suit of armour. Or was he a knight? To me he somehow looked like both, but something more, too. He is covered in scrolls, ornamentation and relics suggesting something religious and medieval, but he's also got wires going directly into his head. He really didn't look normal! But I could still see the human among all the craziness and appreciate that what I was looking at was a human being taken to the extreme – pushed beyond any real appreciation of normalcy. But what to us might seem crazy is, as Phil mentioned last time in Illuminations, normal for the character we're

looking at – this is their life we're intruding on. Like a play, we're taking a glimpse through a window into someone else's story.

Paul Dainton: There's the story you can see on the model, but also the meta-narrative that surrounds them – the wider picture. A great piece of art should give allusions to the world outside the image, just like a play is a tiny microcosm within a larger world.

THEATRICAL ATTIRE

Kev: John Blanche's character pieces are a great example of what I mean by theatre, particularly the costumes they wear. I say costumes because to us they seem outrageous, like the costumes and makeup an actor wears to emphasise their role in a play. But to these characters, the clothes they wear are normal – they are everyday wear. John's Imperial Noble is one of my favourites. She is such a bombastic-looking individual – the sheer size of her regalia is ridiculous. You instantly think "Wow, who's she? What's she about?" There's a degree of insanity to her, of unsettling, unhinged madness. Melodrama.

Then there's the illustration of Koriel Zeth, also by John, which dials that theatrical madness up to 11. Honestly, I can't imagine how anyone could draw that. Or why anyone would think of it to begin with – John's mind is a scary place. The colours, the details – the amputations – make her look like a surgery table come to life. She is pure horror personified, so gory and visceral. I had to take a break after seeing this piece to reflect. The imagery it evokes struck me really hard.

Phil Moss: Theatre really is a great word to describe these images – it goes a long way to explaining why they work. And, just like in a play, their costumes have to tell the audience

> **"You need to be able to tell quickly whether someone is a hero or a villain."**

something or convey an idea. Their costume – their overall look – has to be readable. When an actor struts on stage, their costume helps you to understand them – the same thing applies to our art and the characters and scenes within them. You need to be able to tell quickly whether someone is a hero or a villain. But then again, being a hero or villain in the Age of Sigmar or Warhammer 40,000 may not necessarily mean the same as we understand it – there are grey areas. The art needs to be clear, but also thought-provoking and pose some deep questions. ▶

IMPERIAL NOBLE
JOHN BLANCHE

Kev: It can take quite some time to fully appreciate all the little details on this piece. The noble is holding a tarot card, suggesting superstition and the occult. She carries weapons and wears armour – does that mean she's a warrior? Because her clothing certainly isn't practical. You can appreciate the hugeness of her clothing by the scale of the servo-skulls holding up the train of her dress in the background.

KORIEL ZETH
JOHN BLANCHE

Paul: Illustrating a piece like this is harder than it seems. When people paint something weird it can end up looking silly, but artists like John, Alex Boyd and Ian Miller know how to capture weirdness perfectly. Part of that is down to their style, the techniques and textures they use, but the real reason is that they just get it. They can tap into weirdness so clearly and capture it so perfectly. It's almost normal to them.

ILLUMINATIONS

BLOOD ANGELS
JOHN BLANCHE

Kev: Sense of scale is a really important thing in Warhammer 40,000 art. We've never seen things like Land Raiders and Battlewagons in real life, but we can get an idea of their size from the warriors around them. Put simply, they're huge! In art like this, the individual is also scaled in comparison to the world around them. It's implied that the Space Marine hero in the centre of the piece will do great deeds in this battle, but a single rogue shot from one of those Titans, Gargants or starships lurking in the background would obliterate him. It's quite sobering when you realise that even the greatest hero is a mere speck in a huge universe and that no matter how heroic he is, his actions are virtually futile. That's part of the appeal of Warhammer 40,000, though – we know all the greatest heroes will die eventually.

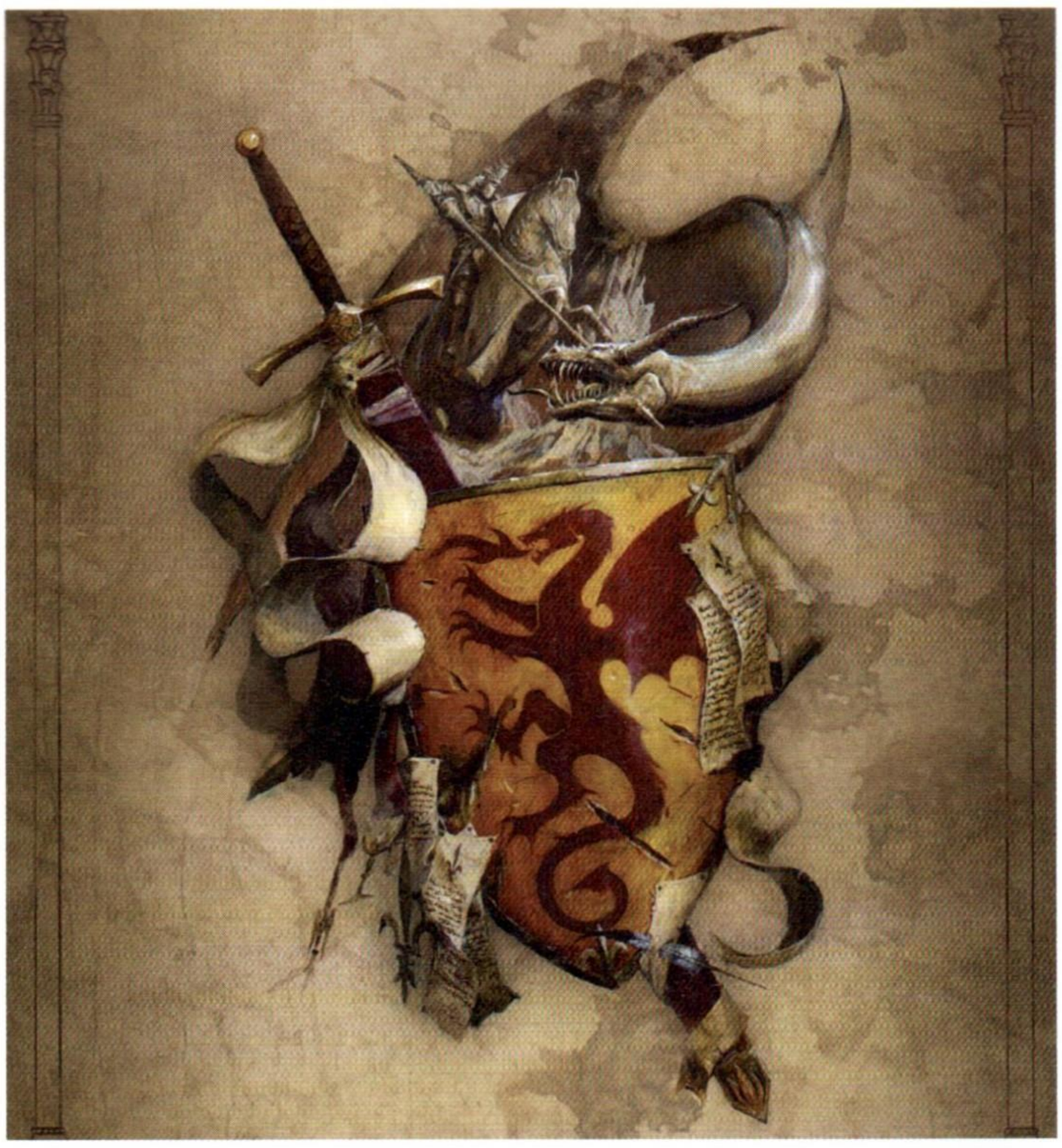
WAR OF THE SKY PORTALS
PAUL DAINTON

Kev: This piece by Paul is a fantastic introduction to the world of Warhammer. It has everything – the heroic characters, the supporting cast, the scale and majesty, and it's all set against a hyper-fantastical backdrop with floating islands and otherworldly creatures. There is a sense of scale and drama here – an epic tale in the making being played out for us.

Phil mentioned how a piece of art has to be clear, but also give the viewer something to think about. Here, you instinctively know who the heroes are – they're the ones in shining gold armour. And you know the villains are – the sharp-toothed barbarians covered in skulls. Yet it's hard to identify with the heroes because their faces are hidden behind impassive masks. They're intimidating and unknowable. There's clearly something supernatural about them. In a way, the Bloodbound are easier to relate to.

DARK ANGELS COMPANY MASTER
PAUL DAINTON

Phil: Paul's Dark Angels Company Master is a great example of how we explore a universe and its people through our art. His costume marks him out as a knightly crusader, but also as a futuristic warrior – these are themes we're familiar with – but there are loads of details in this piece that throw up questions. Why does he have bits of wood nailed to his armour? Surely that's not for practical reasons. What about the skulls and feathers? It's actually pretty clear that the skulls are real, too – his victims, perhaps? Or did they belong to fallen battle-brothers? You're left wondering if this warrior – whose bearing and heraldry suggest he is noble – is really as good as he seems. His scarred face and memento mori suggest otherwise.



BRETONNIAN FRONTISPIECE BY ALEX BOYD

Kev: Frontispieces like this are kind of the set dressings for the worlds of Warhammer – bits of art that help explain a story or character. The focal point of this piece is the shield, but there are lots of things going on around it. All the other details – the knight and the dragon above the shield, for example – are bleached out. There's a bleakness to them, as if life has left them. Then you notice the claw marks in the shield, the trinkets and folds of parchment and you start to build up an image of what a Bretonnian Knight's life must be like. It's not a bright and shiny story like those of other fantasy knights, but bleak and crumbling and desperate. You can still see the heroism, but there's a tragedy to the piece – a desperation that isn't often seen in fantasy.

THE STAGE

Kev: Some larger pieces of Games Workshop art, like Paul's illustration (opposite), depict huge battles, often with scenery in the background. These illustrations are key when it comes to explaining the worlds of Warhammer for two reasons. Firstly, they show scale – the sheer unbelievable size of warfare in the worlds of Warhammer. War is something we know and can understand – we've seen pictures from history and we see it on the news. What we show in our art is unbelievable to the point of

> **"What we show in our art is unbelievable to the point of inconceivability, exploring the horror and depravity of war through a fantasy setting."**

inconceivability, exploring the horror and depravity of war through a fantasy setting. Secondly, pieces like this give us a glimpse of the world – the stage – behind our heroes and villains. Just like in a play, the stage is never the star of the show (unless it's an illustration purely about a place), but it is there to support the cast and add veracity to their appearance and action – to set them firmly in their world.

And with all these factors in mind, here is the piece of Games Workshop art that I would like to nominate for the Illuminations Hall of Fame…

ILLUMINATIONS
HALL OF FAME INDUCTEE

BLACK TEMPLARS
By John Blanche | Nominated by Kevin Chin

Kev: For me, John's Black Templars piece encapsulates the theatre of Warhammer 40,000. The setting is so bleak and washed out – it feels old and antiquated, like we're looking at a story from the distant past when actually it's one of the far future. In the middle are all these high-tech space warriors, which are at odds with the expectations of science fiction because they're covered in parchment, furs, baroque heraldry, skulls and chains. It's like you're being transported both forwards and backwards in time simultaneously. The technology is futuristic, the mentality is backwards. You get the feeling this is degrading for mankind – that progress has had a very steep price. The stagnation of humanity is written all over this piece – it's really macabre and quite distressing.

The characters – the Black Templars – go a long way towards capturing this theatre, both in their costumes and their actions. Firstly, they're wearing stark black and white. For them there are no shades of grey between good and evil, which fits their zealous background – they will defend humanity no matter the cost. Then take the main character – he doesn't hold a high-tech weapon like you'd expect from a future warrior. He holds a flamethrower and an axe. They're crude weapons that require you to be very close to the enemy to use. There's a twisted sense of martial honour there, not to mention a very disturbing mentality. Shooting someone from a distance is one thing, walking up to them, setting them alight and then chopping them up is something very different.

The first time we saw this piece by John Blanche was on the front cover of the Warhammer 40,000 boxed game in 1998. We asked John for his thoughts on it. "I really wanted to dig deep into medieval iconography and imagery for this piece and merge it with the gothic-esque look we'd been developing for Warhammer 40,000," says John. "In my opinion, Space Marines look best in deep, obsidian black armour, which is why I chose the Black Templars as the subjects of this piece – they stand out starkly from the dust and dirt and flames of war around them. I also wanted to establish the idea of there being followers and pilgrims that support and fight alongside the Space Marines, which is where all the priests in red came from. Space Marines are holy crusaders – saintly warriors – and they will pick up fanatical followers whether they like it or not! This is actually the largest painting I ever painted for Games Workshop – I think it's A0 in size – and it took roughly three months to complete in between other projects." DH

RAISE THE STANDARD

The 'Eavy Metal team are rated among the greatest miniatures painters in the world, which makes them the perfect tutors for a painting masterclass. This month, Simon Adams shows us how he tackles painting a banner. From scratch. Prepare to be amazed.

There comes a time when all of us as hobbyists look at a model's banner or a hero's cape and think "I wonder if I could paint something on that?" Creating your own design on a miniature from scratch is arguably one of the hardest, but also one of the most satisfying aspects of miniatures-painting, which is why we got 'Eavy Metal painter Simon Adams to show us how to approach it.

"A lot of the designs you see on our models can be achieved with transfers nowadays," says Simon, "but sometimes you'll want to create your own banner, shoulder pad or cape design from scratch. It's certainly a great way to improve your painting skills, knowledge and techniques and push your abilities to a new level.

SIMON ADAMS

Simon has been a member of the 'Eavy Metal team for seven years now. He loves adding freehand details to miniatures and painted the Harlequin jetbike, T'au Ethereal and aelf banner (bottom row left) seen below. He certainly knows what he's doing!

"We often call this style of painting 'freehand' as you're essentially working on a flat surface without sculpted details to guide you. There are a few important factors to consider when painting freehand designs. First, plan everything – I'll, talk more about this in a bit! Second, are there any images you can work from to help you get your design right? The Imperial aquila is a good example of this – if you're thinking of painting one, make sure you have a picture of one nearby for reference. Third, your design needs to fit the character of the model and army you're painting it for. The ogor banner below is very simple, just like an ogor, while the aelf banner is ornate and intricate, just like the aelves that carry it into battle." Read on to see how Simon painted a new Company banner for the Crimson Fists.

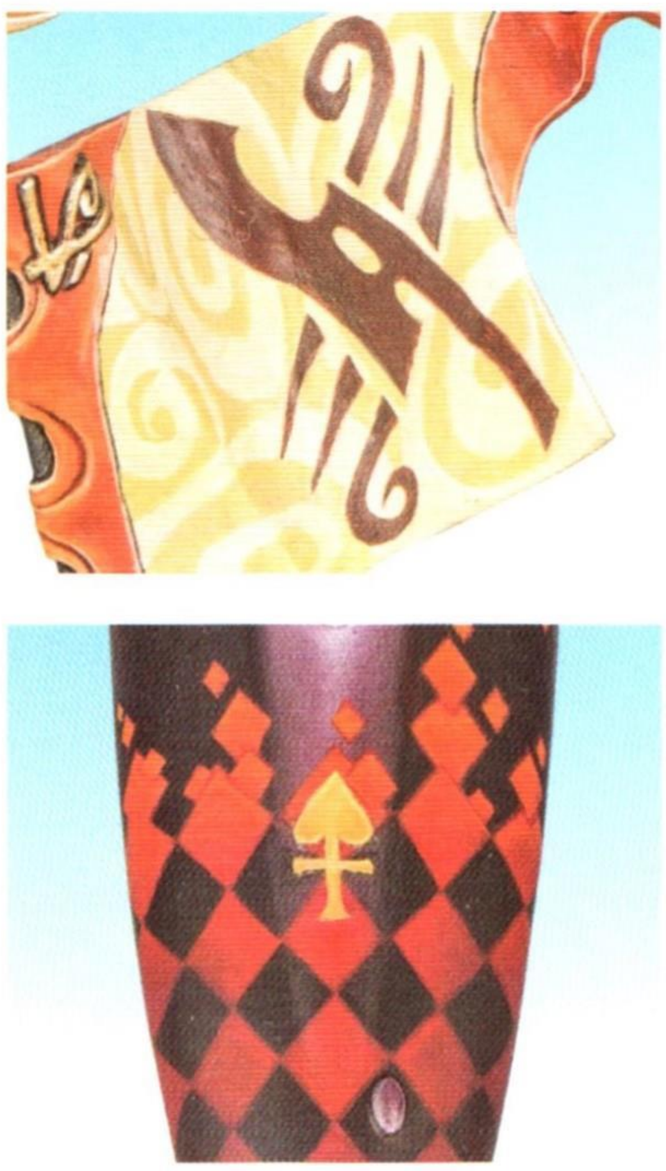
'EAVY METAL

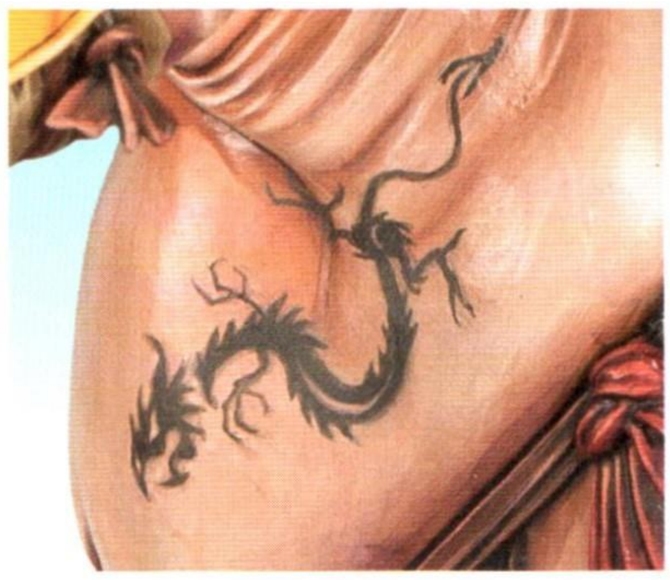
The talented members of the 'Eavy Metal team paint many of the miniatures that you see in our codexes and rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of White Dwarf.

Since the early days of Games Workshop, the members of the 'Eavy Metal team have been at the forefront of miniatures painting, developing new techniques and colour schemes that can be seen on countless miniatures across our ranges.

So great is the influence of the 'Eavy Metal team that many hobbyists see their work as the pinnacle of miniatures painting and seek to emulate their style on their own miniatures.

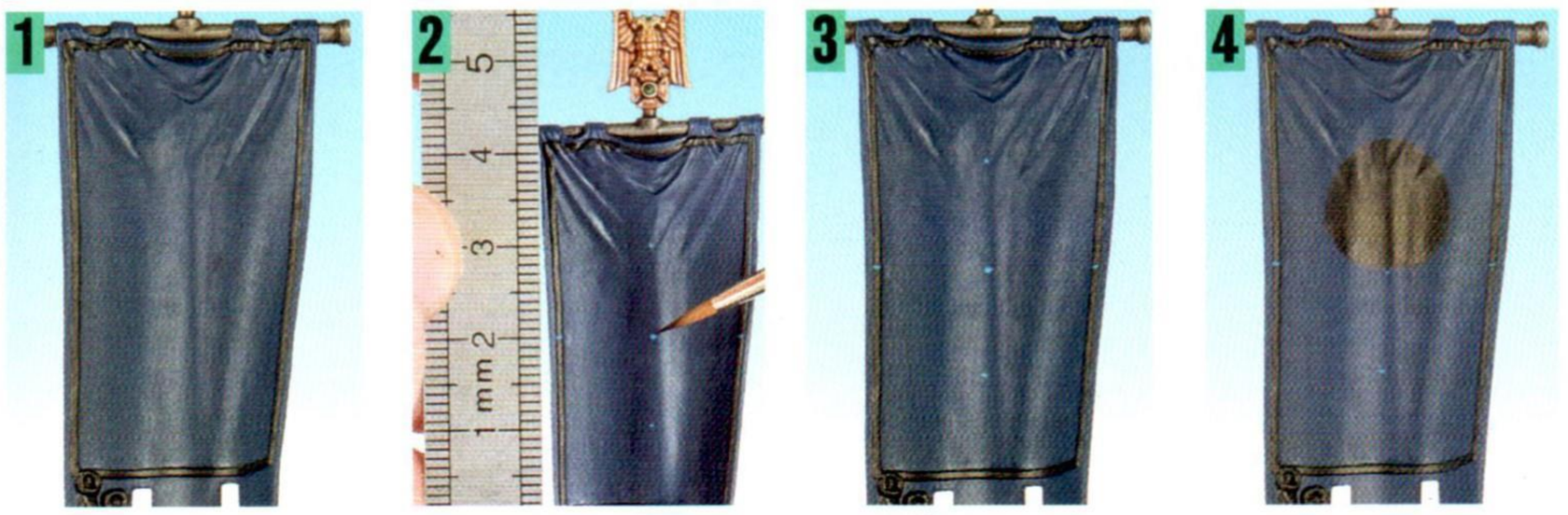
Of course, painting this way requires a great deal of practice, time and dedication, and it's not going to be to everyone's taste or skill level – it would certainly take a very long time to paint a whole army the 'Eavy Metal way!





MARKING OUT THE DESIGN

Before undertaking any freehand work, it's important to plan out the design you want to paint on your model. How big will the design be? How many elements will be involved?

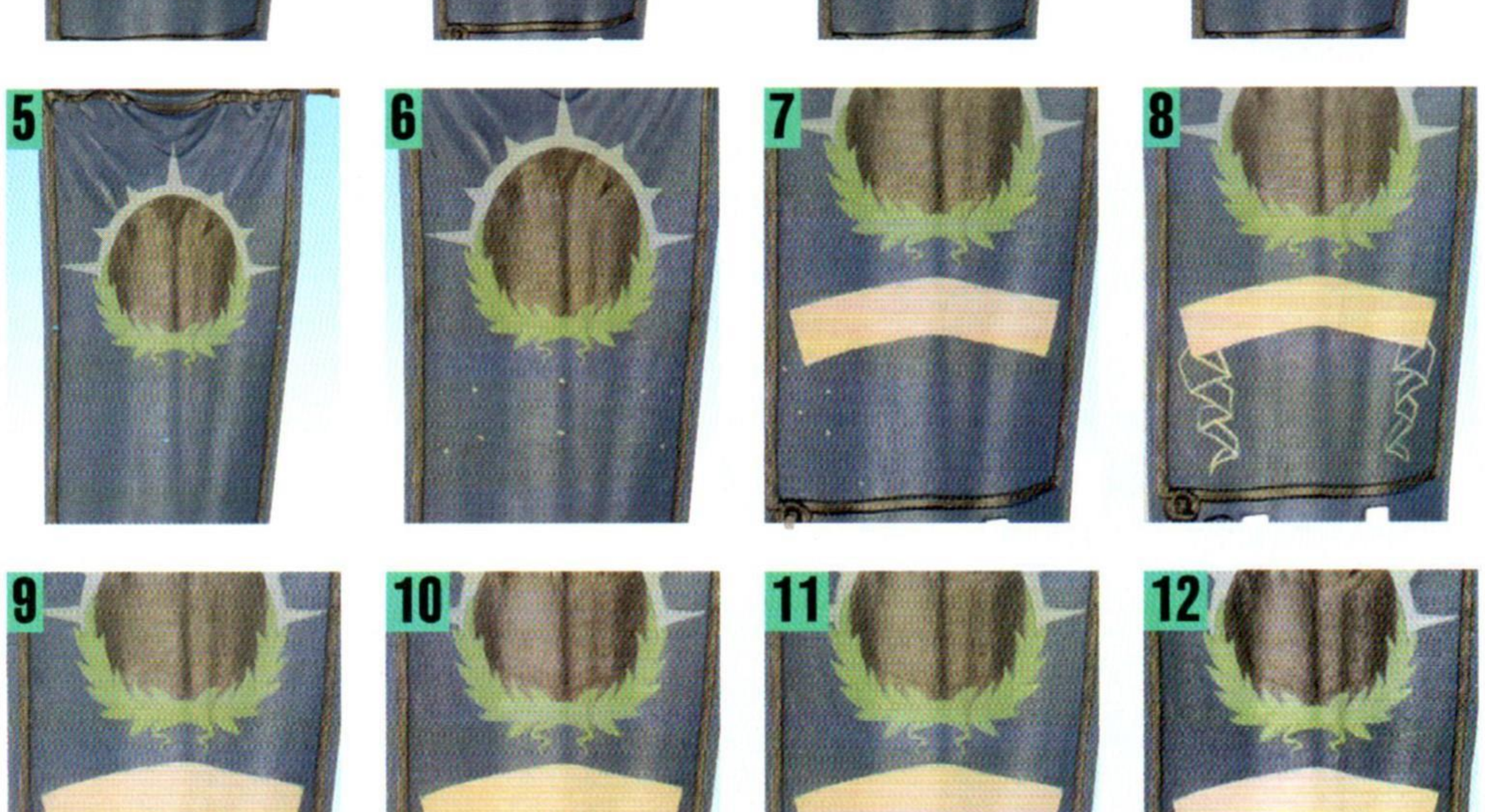


Simon began by basecoating the banner with a 90/10 mix of Kantor Blue and Abaddon Black (1). He then marked out the centre and cardinal points using a ruler and dots of Lothern Blue (2 and 3). He then painted a 1cm Abaddon Black circle just above the centre of the banner (4).

ESTABLISHING SHAPES

Rather than paint each part of the design to completion, Simon roughly blocked out where each part of the design would go on the banner first using base colours.

The first step was painting the wreath. Simon used Loren Forest to mark out where the wreath would sit (1), then created the shape, painting one leaf on the left, then one on the right to ensure it remained symmetrical (2).



The next step was marking out the iron halo around the black circle with Dawnstone (3), picking out the cardinal points of the halo (4), then adding in the four points of the halo in between them (5).

Simon used dots of Karak Stone to mark out where the scroll would sit (6), blocked in the main body of the scroll (7), then marked in an outline of the tassel-like ends hanging below it (8). Lastly, Simon filled in the lines (9).

The aquila came next, with Simon once again marking out where it would sit on the banner with Dawnstone (10), painting in the outline (11) and then filling it in (12).

Last was the red fist in the centre of the black circle, which Simon marked out with Khorne Red (13), joined the dots (14) and filled in the shapes with Khorne Red (15).

TOP TIP

"If you're painting a well-known design, always have an image of it nearby for reference," says Simon. "To help keep the red fist in the middle of the black circle I used the central point of the fist's cuff as my first reference point, then drew the cuff around it and the fist upwards from that."

PAINTING THE LAUREL WREATH

Having established and positioned all the basic shapes for his banner design, Simon set about painting each element of the design, starting with the laurel wreath.

Simon started by defining each individual leaf using Caliban Green (1), painting a line first on the left, then the right to keep the design symmetrical. He highlighted the leaves with Elysian Green (2), then Nurgling Green (3).

TOP TIP

"Symmetry is key with freehand painting, which is why I paint the outline of a leaf on one side, then a leaf on the other, rather than painting all of them on one side first. You will also need to use the smallest brush you can get your hands on!"

PAINTING THE IRON HALO

Simon's goal with the iron halo was to make it look like a cloth representation of reflective metal, meaning he would need to paint on light reflection points around the halo.

Simon began by outlining the halo with Eshin Grey (1). He then added Abaddon Black to Dawnstone to shade the halo, particularly in the creases of the banner, but also on the undersides of the points (2). Simon added more black for further shading (3 and 4). He then used Administratum Grey to add highlights to the halo on the raised folds of the banner and on the tops of the points (5). The last touch was a spot highlight of White Scar on the tops of each spike (6).

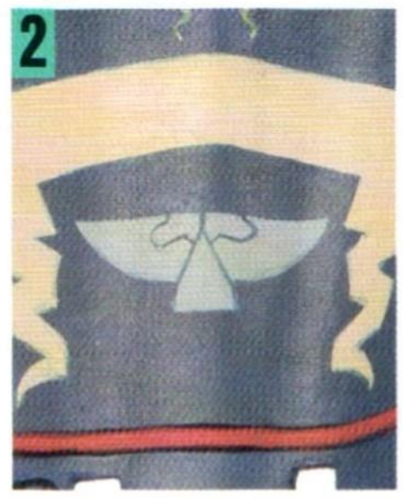
TOP TIP

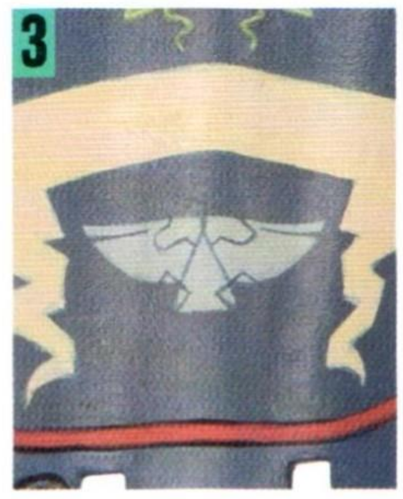
"Painting a non-metallic item to look like metal can be pretty tricky," says Simon. "The secret is getting the reflection points in the right places. Again, a reference picture will really help you out on this stage."

PAINTING THE AQUILA

Simon used the same colours and techniques for the aquila as he did for the iron halo above. The aquila, though, has a much harder shape to get right...

Using the basecoat mix of Kantor Blue and Abaddon Black mentioned earlier, Simon painted thin lines onto the aquila to start defining its wings, body (1) and heads (2). He then marked out the individual feathers (3 and 4), painting a line each side of the aquila from top to bottom to keep it symmetrical. The last stages involved defining the heads (5) and adding the feet (6) with Dawnstone. Simon highlighted the aquila using the same non-metallic techniques and colours as mentioned in the iron halo section above (7).



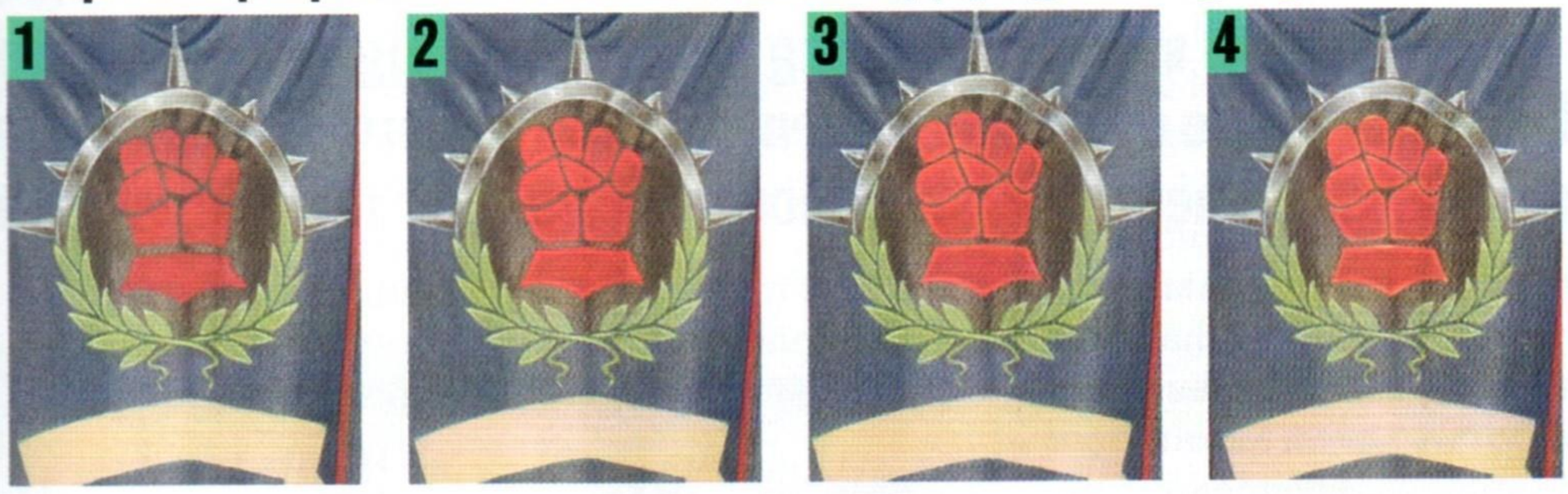


TOP TIP

"The aquila is probably the hardest bit of the design because it's so small. If you're attempting something like this, take your time, keep your paints thinned down a little and keep your brush tip in a perfect point. You may need to wash your brush a lot to maintain control of it."

PAINTING THE CRIMSON FIST

The main feature of the banner is the crimson fist in the centre of it. Here, the key is defining the shape and proportions of the fist before applying the highlights.



Simon created the lines of the fist's fingers and palm with Abaddon Black (1), then tidied up the shape with Khorne Red. He highlighted the fist with progressively thinner layers of Wazdakka Red (2), Evil Sunz Scarlet (3) and Bestigor Flesh (4).

PAINTING THE SCROLL

The last element of the banner to be painted was the scroll. Simon left it till last so that he could get an idea of how light or dark he wanted the scroll to be compared to the banner's other features.

The trailing ends of the scroll were defined with a 50/50 mix of Mournfang Brown and Rhinox Hide (1). Simon then created rips in the scroll with the Kantor Blue and Abaddon Black mix (2). A watered-down 50/50 mix of Mournfang Brown and Karak Stone was then applied as a glaze to help create the texture and shading on the scroll (3 and 4) and White Scar was added to Karak Stone for the highlights (5). Last, Simon tackled the script (6 and 7).

TOP TIP

"I always practice applying a freehand word first without any paint on my brush to get a feel for it," says Simon. "Then I paint the middle letter first to get the central point, followed by the end letters, then the ones in between."

PAINTING THE BLUE BITS

While this article is about painting a freehand banner, we thought you'd like to know how Simon painted the blue areas, too. Well, here's how!

BLUE CLOTH AND ARMOUR

- Kantor Blue & Abaddon Black (90/10 mix)
  - Basecoat
- Add Caledor Sky to the basecoat mix (50/50)
  - Layer
- Caledor Sky
  - Highlight
- Teclis Blue
  - Edge Highlight
- Lothern Blue
  - Edge Highlight
- Blue Horror
  - Reflection Spot Highlight

And there we have it, the finished Crimson Fists Standard Bearer! As you can see, Simon added a couple more touches to the banner after the stages shown here. He painted the piping around the edge of the banner using the same colours as the fist and highlighted the blue of the banner using the colours to the left (the same colours were used to paint the Ancient's armour, but with sharper highlights to make it look more reflective). Simon also applied several thin glazes of Abaddon Black mixed with Khorne Red to the lower corner of each section of the red fist. This helped define the curved shapes of the fist and made it look reflective like the halo surrounding it. **DH**

THE GENERAL'S ALMANACK

The General's Almanack is our occasional series on gaming in the Age of Sigmar, where we bring you thoughts and advice from some of the finest generals in the Mortal Realms. This month, master strategists Rhuairidh James and Martin Morrin share their tactical wisdom.

RHUAIRIDH & MARTIN
Rhuairidh James and Martin Morrin are our two generals in this month's Battle Report on page 66. Let's see if they can put into practice the tactics they preach!

This month in the General's Almanack, we sat down for a chat with Warhammer Community's Rhuairidh James and Warhammer TV's Martin Morrin – our generals for this month's Warhammer Age of Sigmar Battle Report. Rhu and Martin are both keen gamers and more than capable tacticians and they've spent many hours at the gaming tables perfecting their battlefield strategies. Here, they give us an insight into just a few of the tactics they employ when playing a game.

Martin: For me, tactical gaming comes down to one key tenet – get your opponent to make difficult decisions. The more decisions you get them to make, the more likely they are to make a mistake. They start asking questions like "Should I charge or not? Should I stay or flee? Should I use an ability here or there?" Get them to make a mistake and capitalise on it.

Rhu: I totally agree with Martin on this – stick to your plan and make your opponent make decisions that will compromise theirs.

OBJECTIVES

Martin: One of the key things people forget in the heat of battle is the battleplan. They just get carried away killing stuff or distracted by other goals. I played the battleplan Knife to the Heart at a Grand Tournament a while back and both of us heavily defended our home objectives. The game would probably come down to a minor victory based on who killed the most enemy units. So I dropped my Plague Drones in behind my opponent's objective – 400 points of models that he could easily kill with Alarielle and the Frostheart Phoenix that were near his objective, He went for them, but then I took his objective with Plaguebearers, scoring me a major win. Always remember your victory conditions.

Rhuairidh: A Ghorgon charging into the flank of an enemy unit will cause plenty of damage, but receive relatively little in return if the enemy can't reach them to pile in. Positioning other units nearby makes piling in even trickier.

DEPLOYMENT

Rhu: Deployment should be a key consideration in every game you play. Remember, if you have more units to deploy than your opponent then they're probably going to choose who goes first. That puts the ball in their court. If you can arrange your units into warscroll battalions, that will greatly reduce the number of deployments you make and likely give you the choice of whether you go first or second.

"You have to consider how your battleline will look if everything goes to plan, but also if everything goes wrong."

I often see people overcommit to one side of a board during deployment, hoping for a clever flanking attack. That's fine if your army can move quickly like the Kharadron Overlords, or if they've got great shooting that can threaten the centre of the battlefield, but most armies will struggle to get a unit on a flank across the table if they need to. You can end up with units stranded in the middle of nowhere and there really is no sin greater than wasting a unit's potential.

Martin: In a recent game I actually managed to do just that – I attacked up a flank with my Nurgle Daemons. I was playing the Scorched Earth battleplan and I set up all my hard-hitting units on one flank, with two units of 30 Plaguebearers holding two of my objectives. My opponent would have to either concentrate their forces on those two hugely resilient hordes or take on my main army. I just ground the daemons up the flank, steamrollering his objectives. It was a grinding war of attrition.

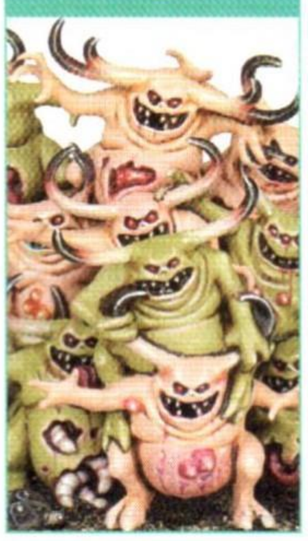
Really what it comes down to is thinking about where your units will be next turn and the turn after that. You have to consider how your battleline will look if everything goes to plan, but also if everything goes wrong. You won't always know whose turn is next so you have to take that into account right from the start of the game. What can you achieve if you get a double turn? Will your units survive a double turn? They're questions you have to consider.

THE COMBAT PHASE

Rhu: The number of units you charge into a fight every turn is critical. It's not necessarily about getting all your units in, but the right number of them. Ideally you want an odd number of fights so your units are both the first and the last to fight in the round. Then you have to consider ▶

THE LOWEST DENOMINATOR

Martin: Use your least effective units to hold objectives, otherwise you're wasting a better unit's potential. I often use Nurglings to hold objectives because they're really cheap points-wise, enabling me to secure victory with the least effort. However, you have to remember that some armies (like Stormcast Eternals) can bring on reinforcements right next to your units. Blocking off possible deployment options (like putting units within 9" of the board edges or each other) is a good way to deter them from arriving near your objectives.



FULFILLING A ROLE

Rhu: All units have a niche – it's about putting your units in a situation where they can fulfil it and your opponent's units in a position where they can't.

Martin: Agreed. A Lord-Celestant on a Stardrake, for example, is great at smashing apart hordes of infantry. If you're faced with one, you need to find something that can stop it achieving its goal. Perhaps you have a hero with a great armour save that you can use to hold it up. If the enemy has a really fast unit, attack it so it can't be fast. If they have a unit that's good at shooting, charge them with something that can survive their shooting. Similarly, don't get bogged down fighting enemies you can't beat easily – you don't want an expensive unit of, say, Fulminators, held up in a war of attrition with Skeletons or Zombies, for example.

SPEED OR STABILITY?

Martin: Do I go for speed or stability in my armies? Well, both have their place, but just remember that tough, stable units are often reactive – they wait for the enemy. Fast units are active – they launch their attacks when and where you want them to. In my opinion, a combination of the two is ideal as it means you can deal with most situations the enemy throws at you – just be careful not to get your units in the wrong position. And if you don't have any tough units? Get on the offensive and hit the enemy quickly before they hit you!

▶ what order to fight in. The one you pick first will get to dish out some damage, but some of the others are going to take damage before they get to fight, reducing their effectiveness. In my Beasts of Chaos army, Bullgors hit hard, but they're fragile – even the most basic battleline units can chip wounds off them and make them less effective.

Martin: It's not always about fighting with the unit that does the most damage first – sometimes you need to fight with your least resilient unit first so that you do the most damage possible with all your units combined. Sometimes you'll have an enemy unit that you need to kill – try getting it in a double charge with a unit that does a lot of damage and one that's really resilient. Hit it with the one that does the damage first, then watch as your opponent struggles to decide which unit to hit in return. Do they go for the unit that hasn't fought yet and possibly deny them attacks, or do they go for the unit that will continue massacring their unit in the following turn?

Rhu: Efficiency is a big part of it, too – don't waste any of your attacks if you can help it. You want to do just enough wounds to kill a unit, not butcher them twice over. For example, if you cast Vanhel's Danse Macabre on a unit of Skeletons (enabling them to attack twice in the combat phase) and wipe out the enemy in the first round of attacks, you've wasted your spell. The same thing could be said for what units you affect with command traits and abilities. Don't pile loads of abilities onto a unit if they won't achieve anything – use them elsewhere or save your command points.

In my opinion, monsters are one of the most efficient and effective units around. You don't have to worry about getting as many models into base combat as possible – it's just one model.

> **"Some players like to field one big unit at the core of their army - a unit that can annihilate anything."**

Martin: Even crueler, you can position another unit on the enemy's other flank but further than 3" away. Models have to pile in towards the closest enemy unit, but because you're out of pile-in range they won't be able to reach you, but they also won't be able to join the main fight.

Rhu: The spacing between your units is important, too. If they're too close together they can get caught in a multiple charge with your opponent choosing how to distribute their

attacks. If your unit's within 3" after the enemy charge, though, you can then pile in after they've attacked. It's a useful tactic if you've got a fragile but high-impact unit waiting nearby.

How you arrange your units on the battlefield is important, too. Bestigors, for example, have 32mm bases and great weapons, so only the models in base contact with the enemy will get to fight. Similarly, if you get charged in a certain way (say, from the flank) you'll get even fewer attacks. You have to think carefully about where you deploy your units at the start of the game and ensure your flanks are covered as you advance.

BIG UNITS OR SMALL UNITS?

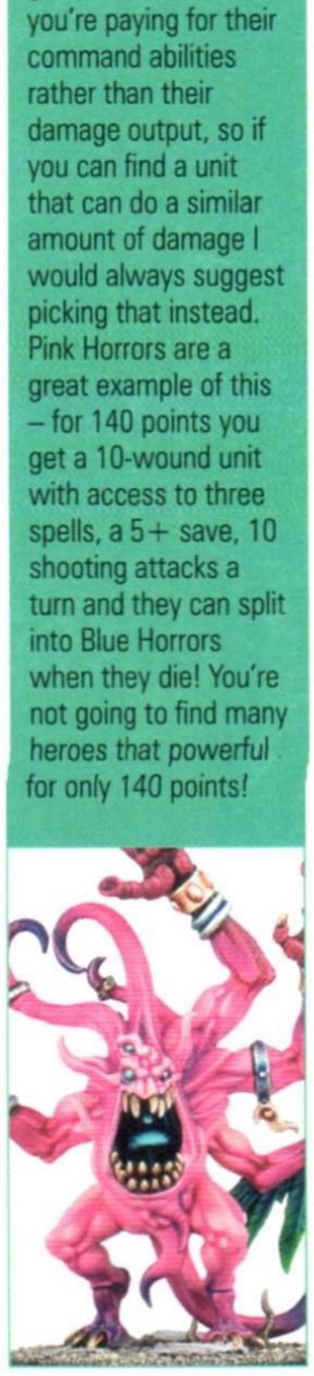
Rhu: Unit size is another key consideration. Some players like to field one big unit at the core of their army – a unit that can annihilate anything. It's the unit they're guaranteed to have in their army list, that they pick to fight first in combat, that they put their heroes near so it benefits from their abilities, auras and spells. We're talking six Dracothian Guard, nine Juggernauts of Khorne and the like. Other players prefer to take several smaller units for the same points cost – there are pros and cons to both approaches. One big unit will capitalise on auras and spells, for example – every model in the unit will be affected. Similarly, if you pick them to fight first, you're almost certain to obliterate whatever you hit. On the flip side, your big unit will attract a lot of enemy fire and more models will suffer (or die!) when enemy spells and abilities are used on it. It will also give you fewer options when it comes to manoeuvring, taking objectives and blocking enemy units.

Martin: One of the main reasons for taking a big unit is the points saving – you'll often get the last block of models in a big regiment for half the cost, which is always a good reason to take it to its maximum size. A unit this size will also often have cumulative bonuses, such as +1 To Hit if the unit is over 20 models in strength – the larger the unit, the more casualties they can take before losing these benefits. Some units, such as Witch Aelves, don't get any bonuses for the number of models in a unit, so then you have to weigh up whether one block of 30 Witch Aelves is better than three regiments of 10 of them.

Rhu: Well, you'll get more command options, which can be handy. I think Daughters of Khaine are a great example of where big units versus small units is a really important consideration. They have loads of spellcasters and priests that can enhance the abilities of their units – sometimes that's best applied to individual units for certain tasks. Other times you'll want to make one huge unit of Witch Aelves unstoppable! **DH**

MORE BANG FOR YOUR BUCK

Rhu: Heroes can sometimes cost a lot of points for what you get. Most of the time you're paying for their command abilities rather than their damage output, so if you can find a unit that can do a similar amount of damage I would always suggest picking that instead. Pink Horrors are a great example of this – for 140 points you get a 10-wound unit with access to three spells, a 5+ save, 10 shooting attacks a turn and they can split into Blue Horrors when they die! You're not going to find many heroes that powerful for only 140 points!



LEAD FROM THE FRONT OR THE BACK?

Martin: How important is your general to your battle plan? If your army revolves around your general's abilities and command traits then you should do everything you can to keep them alive. If you've got two big units of Grave Guard, for example, that rely on the presence of a Vampire with the Lord of Nagashizzar ability to bolster their attacks and the Ossific Diadem to keep them alive, then you need to protect your Vampire at all costs! Why not put them on a Zombie Dragon or a Coven Throne to make them harder to kill? The model will also have a bigger footprint, so any aura abilities will reach further. However, if you're only taking your general for their command ability, consider taking several of the same character type – that way if one of them dies your battle plan isn't too badly affected.

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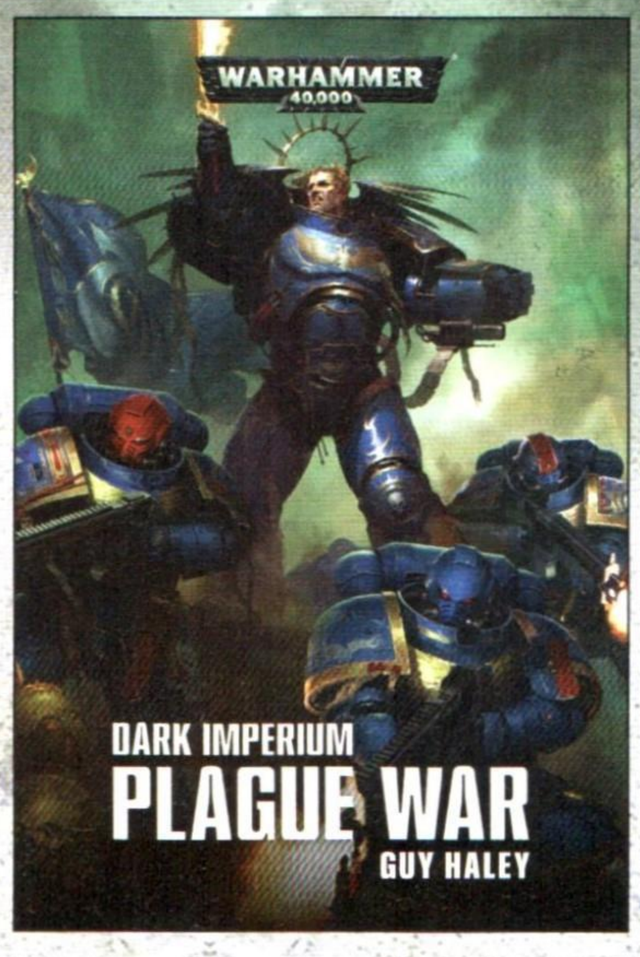

DARK IMPERIUM: PLAGUE WAR

BY GUY HALEY

Intent on rebuilding Ultramar, the returned primarch Roboute Guilliman wages war on the treacherous Death Guard – but as he battles his corrupted brother, the intervention of a greater power threatens all he works for.

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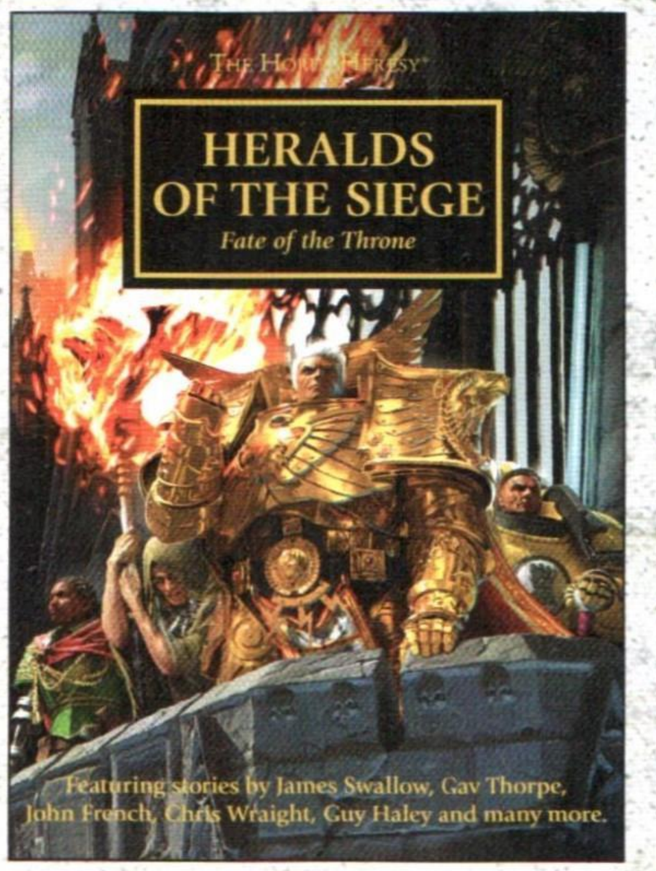

THE HORUS HERESY: HERALDS OF THE SIEGE

BY VARIOUS AUTHORS

Horus has triumphed. His fleet nears Terra and the Throne of his hated father. Many have fallen to bring this moment about, their tales – collected here – are the ashes upon which the Heresy was born and prospered.

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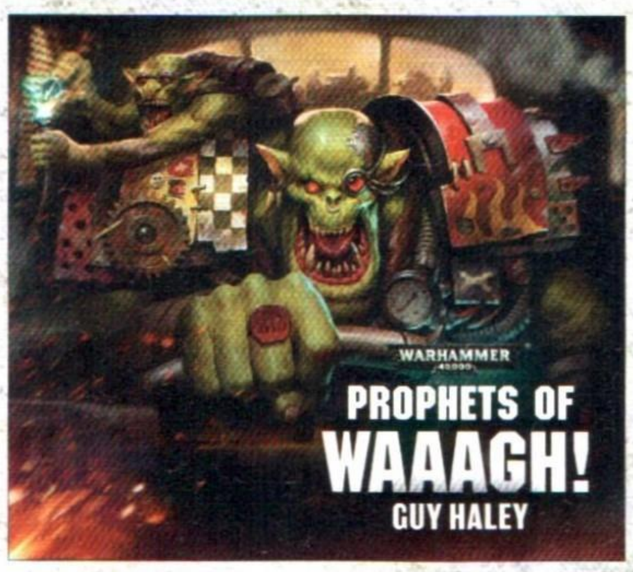

PROPHETS OF WAAAGH!

BY GUY HALEY

Dumped on a nowhere world by the opening of the Cicatrix Maledictum, the Red Sunz Mek mob battle to survive.

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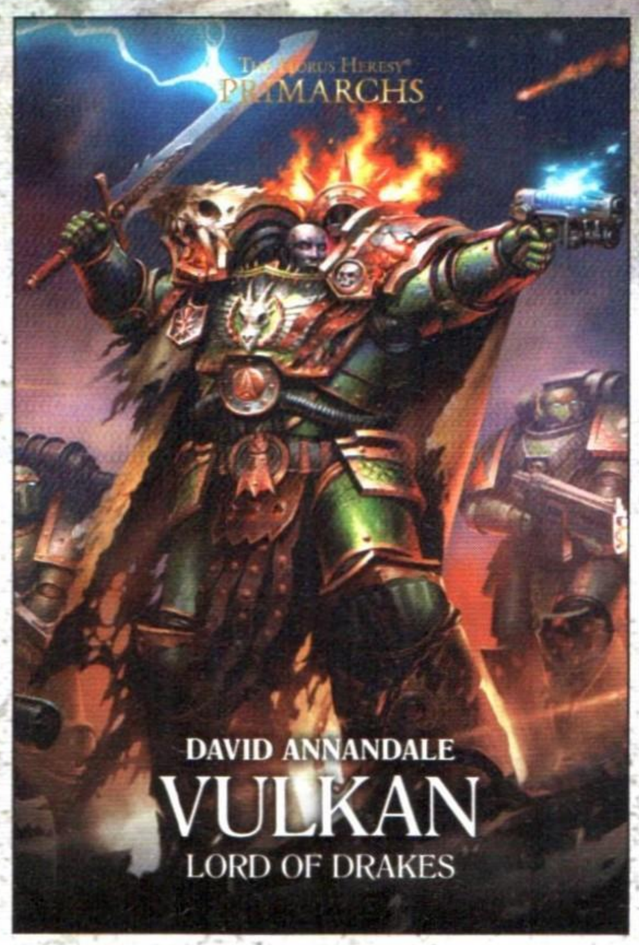

VULKAN: LORD OF DRAKES

BY DAVID ANNANDALE

The XVIII Legion faces annihilation. Their only hope for survival lies with their newly discovered primarch. Can his Nocturnean sons save their Terran brothers and forge them into a new, indivisible whole?

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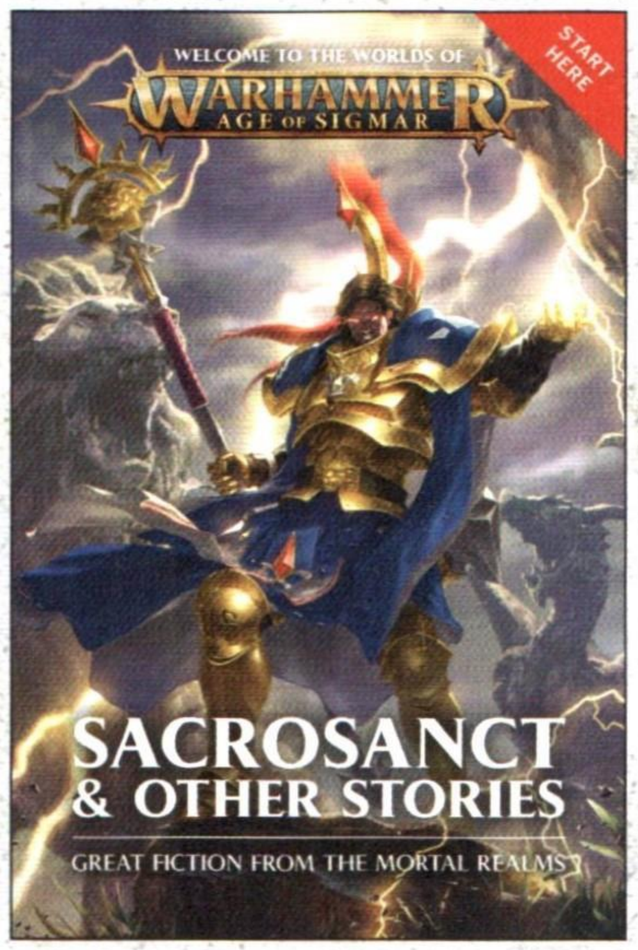


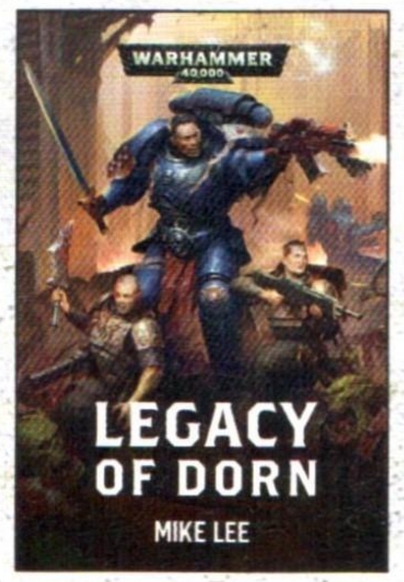
SACROSANCT & OTHER STORIES

BY VARIOUS AUTHORS

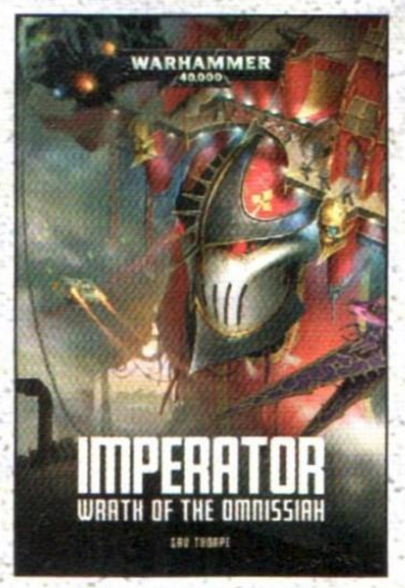
As the ghastly Nighthaunts fall upon the town of Wyrmditt, Sigmar sends his Stormcast Eternals of the Sacrosanct Chamber – warrior-wizards who wield the power of the storm – to defeat the deathly foes and save the town.

PAPERBACK | EBOOK | MP3 AUDIOBOOK

ALSO THIS MONTH...



PAPERBACK



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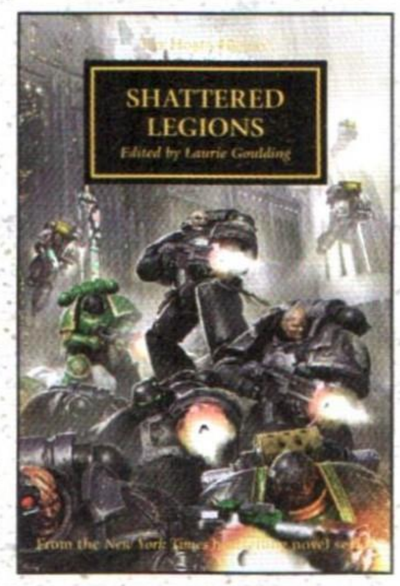

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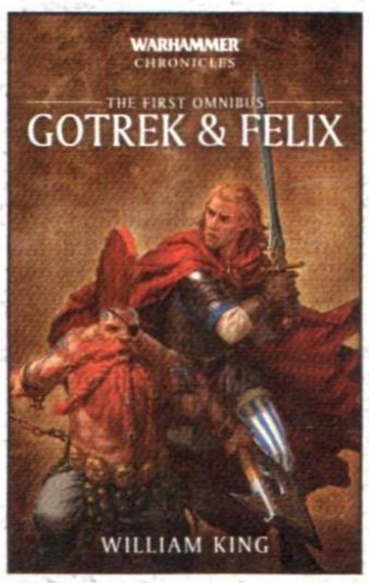

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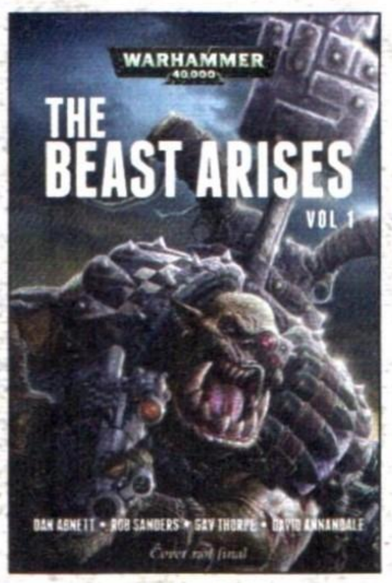

PAPERBACK

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CORAX: LORD OF SHADOWS

BY GUY HALEY

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BATTLE REPORT

CHAOS RESURGENT

Last month saw the release of Battletome: Beasts of Chaos, and what better way to celebrate than to feature them in a Battle Report? Prepare yourselves for a battle of tactics, magic and no small amount of violence – the Children of Chaos have returned!

Braying Ungors, rampaging Ghorgons, half-drunk Centigors and twisted Bray Shamans – there really is nothing quite like the sight and sound of a Beastherd at war. With this in mind, we decided it was time the Children of Chaos got to fight in a White Dwarf Battle Report, especially since they've now got their very own battletome full of monsters, spells and artefacts, dozens of army special rules and even rules for a piece of scenery – the Herdstone.

Taking on the role of Beastlord is Warhammer Community writer Rhuairidh James, who will be fielding his Beasts of Chaos army against close colleague Martin Morrin from Warhammer TV and his freshly painted Stormcast Eternals. As you'd expect from two work-mates, there was plenty of pre-battle trash talking and they even played a practice game! And these two truly know what they're up to. But whose army will be victorious in this bloody encounter? Read on to find out.

UNLEASH THE MAGIC OF AZYR

MARTIN MORRIN

A keen tournament gamer and rules fiend, Martin can often be seen (and heard) commentating on Warhammer TV's live Twitch stream. This is the first official outing for his new army of Stormcast Eternals. But how will they fare?

Martin: In preparation for the Battle Report, Rhuairidh and I decided a matched play game of around 2,500 points would be large enough to show off plenty of the new Beasts of Chaos units and rules, while giving me enough points to pick lots of devastating units for my Stormcasts.

The starting point for my army were the Stormcast Eternals from the new Soul Wars boxed set, which formed the core of my Sacrosanct force. For a game this size I needed four battleline units – I had the two units of Sequitors from the boxed game, to which I added two units of Judicators. In my opinion, Judicators are one of the strongest battleline units around and, when added to the two units of three Castigators and the Celestar Ballista, would give me a very solid fire base.

The core of my army was quite defensive at this point – great for holding objectives and providing fire support but not particularly offensive. What I really wanted was something fast and hard-hitting to take the fight to the enemy. Enter the Evocators on Dracolines. They are a devastating shock unit that can get across a battlefield very quickly and react to Rhuairidh's threats.

The final additions to my force were Astreia Solbright, a second Knight-Incantor and the Everblaze Comet endless spell, bringing me to 2,560 points in total. Rather than making me drop a unit to get my army below 2,500 points, Rhuairidh kindly took an extra command point (worth 50 points) to make up the difference. My Sacrosanct Chamber was ready for battle!

RISE UP, CHILDREN OF CHAOS (AND OTHER BLEATING NOISES)

RHUAIRIDH JAMES

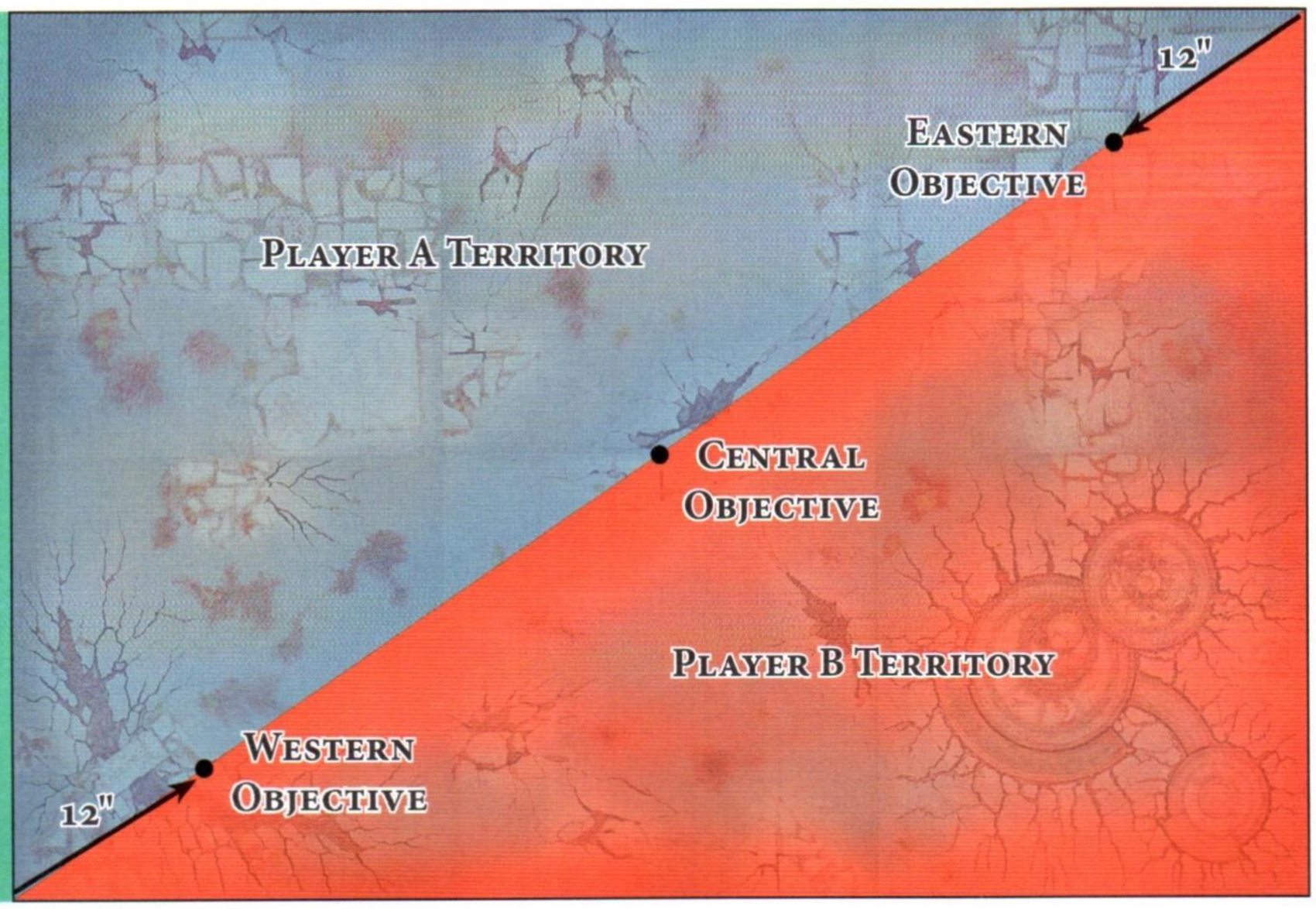
Rhuairidh (also known as Rhu to those of us confused by Gaelic name spellings) has collected Beasts of Chaos for years and has amassed a huge army of them. As you'd expect, he was very excited when he heard about the new battletome.

Rhu: With no fewer than six possible Battleline choices and a lots of units to choose from, there's loads of ways to build a Beasts of Chaos army. For this battle, I've structured mine around Warherd units such as Bullgors and Ghorgons – they hit hard, make mincemeat of armoured units and they're quick (if a little fragile against shooting). I've also picked a huge unit of 30 Bestigors, which I plan to bring onto the battlefield as ambushers when I see a good opportunity. They will enable me to hold territory and hopefully cause some damage to Martin's backlines. I've got a Bray-Shaman and 30 Ungor Raiders to provide some ranged support and a large unit of 10 Centigors to catch and kill any ranged units that I bet Martin will deploy. A Shaggoth provides magical support while being a bulky combat character in his own right. I've stocked up on heroes to make the most of the new command abilities in the battletome, while for my Greatfray (one of the sub-factions for the Beasts of Chaos equivalent to a Stormcast Eternals Stormhost), I've picked the Gavespawn. They've got some pretty nifty abilities, including the Gift of Morghur that gives you a chance of turning your slain heroes into Spawn. It certainly takes some of the sting out of their death…

My battle plan is to use the natural speed of my army to apply overwhelming force to wherever Martin's army is weakest. From there, I hope to be able to grab enough victory points from objectives to secure a permanent lead and force Martin's scarier stuff to engage me within the entropic aura of the Herdstone.

ESCALATION

For this Battle Report, Martin and Rhu picked the Escalation battleplan from the Warhammer Age of Sigmar core book. Victory is secured by holding on to three objectives lined up diagonally across the centre of the battlefield. A player scores one victory point for each objective they hold at the end of their turn (starting in the second battle round). The player with the most victory points wins – simple! This battleplan can be found on page 313 of the Warhammer Age of Sigmar Core Book.



BATTLE REPORT

SOULSTORM'S SACROSANCT HOST

LEADERS

1 – Faolan Soulstorm
Lord-Arcanum on Gryph-charger
Command trait: We Cannot Fail
Spell: Celestial Blades
Artefact: The God-forged Blade
Mount trait: Aethereal Stalker
240 points

2 – Astreia Solbright
Spell: Starfall
220 points

3 – Rory Hallowblade
Lord-Castellant
100 point

4 – Naimh Fyreheart
Knight-Incantor
Spell: Chain Lightning
140 points

5 – Konnor Starscryer
Knight-Incantor
Spell: Stormcaller
140 points

BATTLELINE

6 – Sequitor Conclave I
5 Sequitors
120 points

7 – Sequitor Conclave II
5 Sequitors
120 points

8 – Judicator Conclave I
5 Judicators
160 points

9 – Judicator Conclave II
5 Judicators
160 points

UNITS

10 – Castigator Conclave I
3 Castigators
80 points

11 – Castigator Conclave II
3 Castigators
80 points

12 – Evocator Retinue
5 Evocators
200 points

13 – Soulstorm's Riders
6 Evocators on Celestial Dracolines
600 points

ARTILLERY

14 – Fury of the God-King
1 Celestar Ballista
100 points

ENDLESS SPELLS

Everblaze Comet
100 points

TOTAL: 2560 POINTS

Allegiance: Stormcast Eternals

Stormhost: Hammers of Sigmar

THE SKULLBREAKER'S WARHERD

LEADERS

1 – Cormag, Skullbreaker
Doombull
Command trait: Unravelling Aura
120 points

2 – Dhun'kain, Harbinger of Dissolution
Beastlord
Artefact: Mutating Gnarlblade
90 points

3 – Donal, Wildspeaker
Great Bray Shaman
Spell: Tendrils of Atrophy
Artefact: The Knowing Eye
100 points

4 – Mharendük, He Who Shakes The Heavens
Shaggoth
180 points

BATTLELINE

5 – The Aelf-Gorged
3 Bullgors
160 points

6 – The Butchers of Anvilheld
3 Bullgors
160 points

7 – The Arnag's Headsmen
3 Bullgors
160 points

8 – Gaven Lowlings
10 Ungors
60 points

UNITS

9 – Donal's Cloven
30 Ungor Raiders
240 points

10 – Dhun'kain's Huscarls
30 Bestigors
300 points

11 – The Scourge of Vuln
10 Centigors
160 points

BEHEMOTHS

12 – The Champion
Ghorgon
200 points

13 – The Gate-Breaker
Ghorgon
200 points

14 – Wretch
Chaos Gargant
180 points

WARSCROLL BATTALIONS

The Brass Despoilers
190 points

TOTAL: 2540 POINTS

Allegiance: Beasts of Chaos

Greatfray: Gavespawn

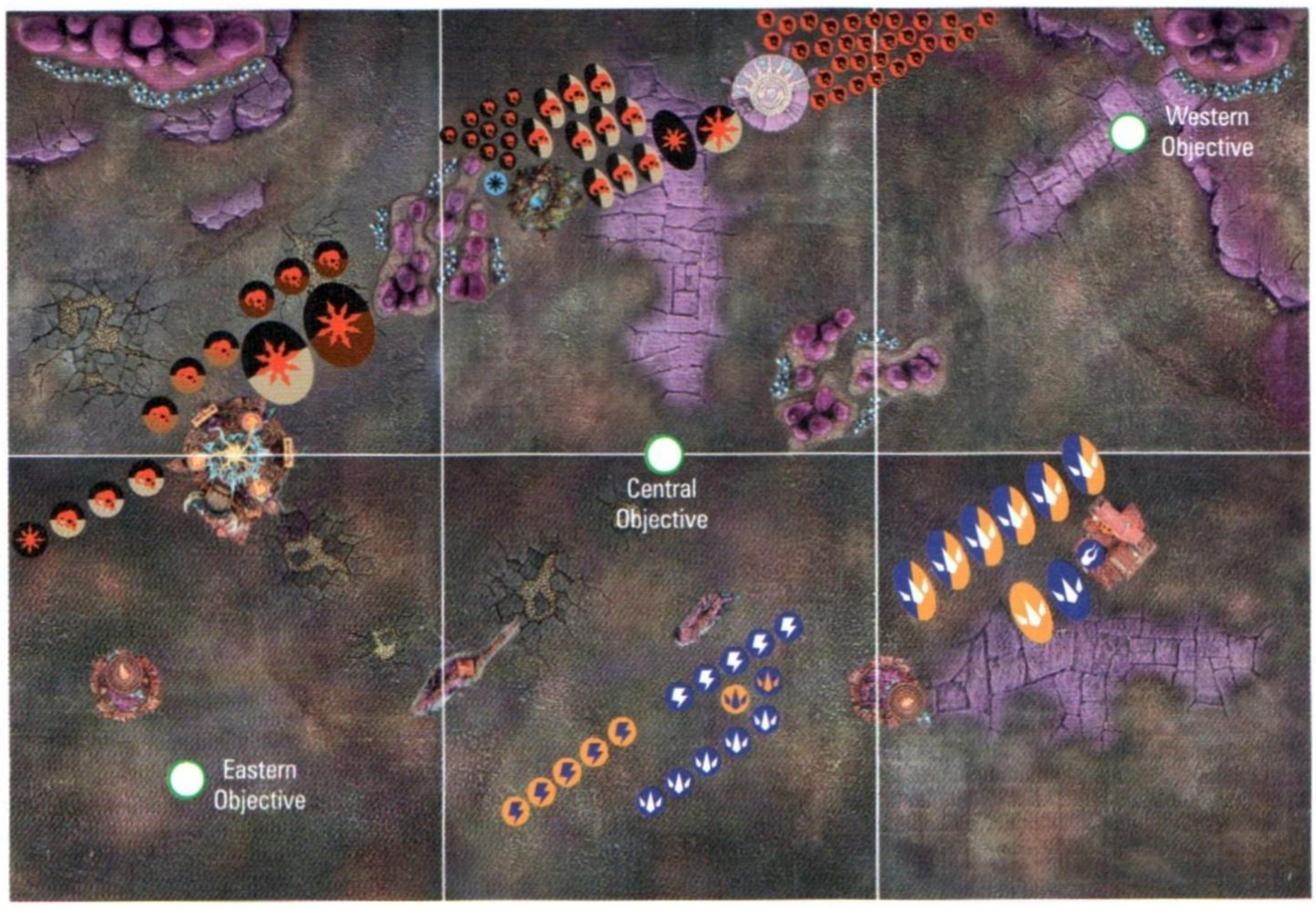
Extra command points: 1

BATTLE REPORT

DEPLOYMENT

Taking it in turns, Martin and Rhu deployed their units. Martin set up five units (his Celestar Ballista, Judicators and Castigators) in the Celestial Realm, enabling him to see where most of Rhu's army was deployed before committing any units to the table. Rhu opted for a strong west flank made up of Ghorgons and Bullgors that could push forward into Martin's territory, but left his east flank lightly defended so as to draw Martin's main units towards the Herdstone. Martin responded by deploying the Dracoline riders right where Rhu wanted them. Or so it seemed…

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
- The Gate-Breaker
- Wretch
- Faolan Soulstorm
- Astreia Solbright
- Rory Hallowblade
- Naimh Fyreheart
- Konnor Starscryer
- Sequitor Conclave I
- Sequitor Conclave II
- Judicator Conclave I
- Judicator Conclave II
- Castigator Conclave I
- Castigator Conclave II
- Evocator Retinue
- Soulstorm's Riders
- Fury of the God-King



BATTLE ROUND ONE: A TENTATIVE CLASH OF BLADES

TACTICAL DEPLOYMENT

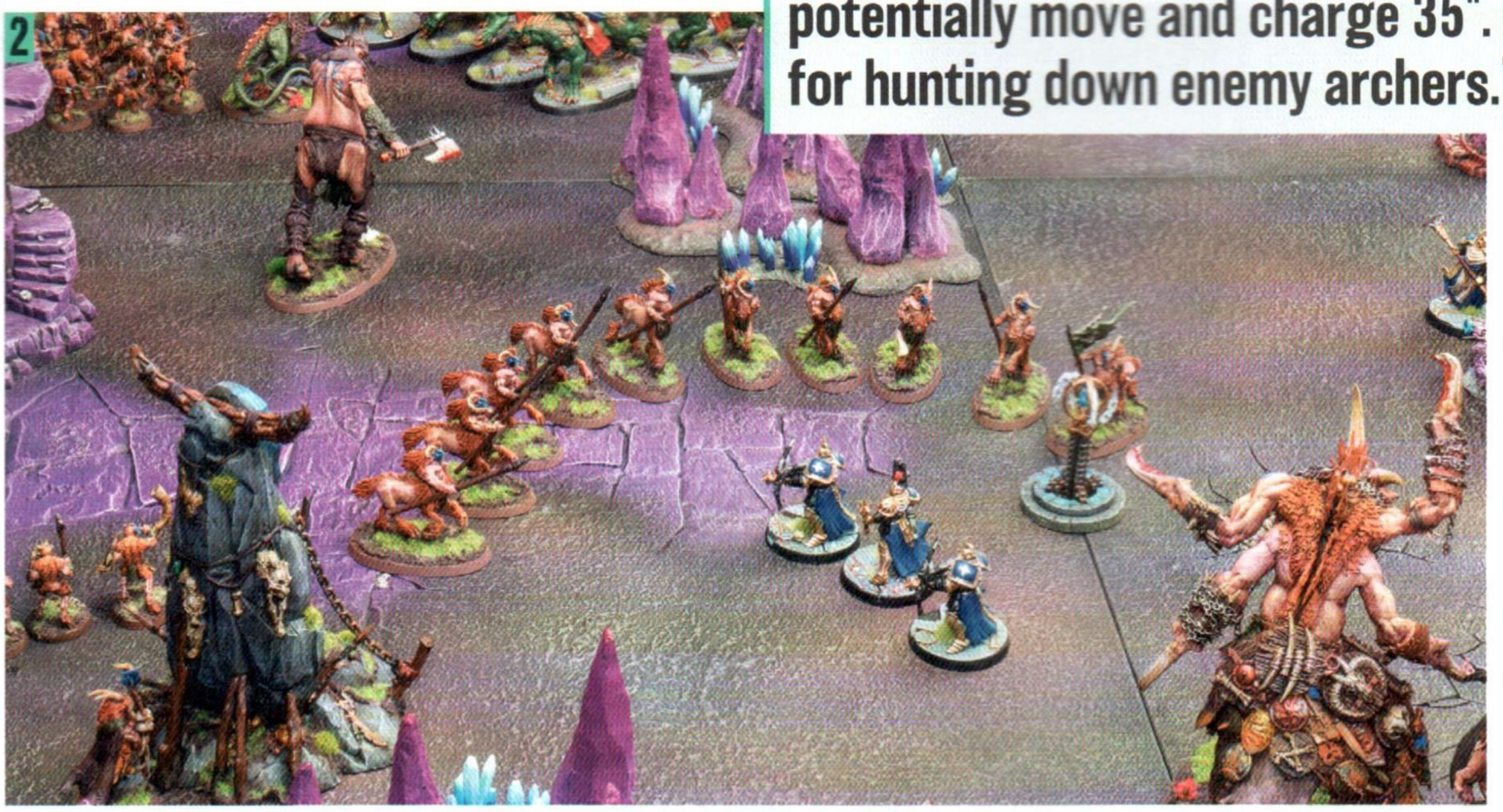
Martin: By keeping all of my ranged units in reserve in the Celestial Realm, I was able to bring them down onto the battlefield wherever I wanted. You can't score victory points until the second battle round, but I didn't want to risk Rhu taking an objective in his turn, then winning the roll-off for the second turn and stealing them without a fight. At least if I had a few models on all the objectives I might be able to hold some of them until my next turn.

The first battle round saw Martin take the first turn and promptly fail to cast nearly every spell in his arcane arsenal, much to his annoyance and Rhu's amusement. Martin then began his main attack, charging the Evocators on Dracolines forward towards Rhu's eastern flank, backed up by both the Lord-Arcanum and Astreia Solbright. It was then that Martin brought down all of the units he'd held in reserve, claiming all three objectives across the board and creating a fire base of Judicators on the eastern edge of the table. Between the Judicators, the Celestar Ballista and the Castigators that Martin brought down around the objective in the centre of the battlefield, he managed to reduce Rhu's Shaggoth to just two wounds. The Dracoline riders, needing a roll of 12 to charge the enemy, failed on a roll of 11.

Rhu, seeing Martin's magical misfortune, went straight in for the attack, aiming to catch Martin's units before they empowered themselves or cast other beneficial spells. After sacrificing a trio of Ungors at the Herdstone in preparation for future summonings, Rhu began his assault, sending the Bullgors on the west flank towards the objective, the Doombull charging the Castigators, but failing to kill them all. The same scenario played out in the centre of the battlefield as the Centigors surrounded the other unit of Castigators but only killed one of them. To make matters worse, the Shaggoth failed a 3" charge on the Dracolines and the Chaos Gargant fell over! The Bestigors arrived from reserve behind Martin's Evocators, charged them but barely scratched their armour, taking seven casualties in return. Rhu used Inspiring Presence to prevent the survivors fleeing.

Martin brings his Judicators and Celestar Ballista in at the end of his movement phase, placing them next to his Evocators on Dracolines **(1)**. Not only does that give them control of the western objective, it also puts them right in front of Rhu's deployment zone, giving him little space to manoeuvre. Cunningly, Martin keeps his Lord-Castellant back from the main advance, but close enough to the edge of the battlefield to prevent Rhu bringing his ambushing Bestigor on behind the Dracolines or, worse, the Judicators.

"With the right abilities, Centigors can potentially move and charge 35". Perfect for hunting down enemy archers." – Rhu



Rhu uses his Shaman's Infuse with Bestial Vigour ability on the Centigors, boosting their movement to 17". Coupled with their ability to run and charge, the Centigors surround the Castigators **(2)**. Despite their drunken revelry, the Centigors fail to kill all of the Castigators in combat. They do hold the objective at the end of the battle round, though.

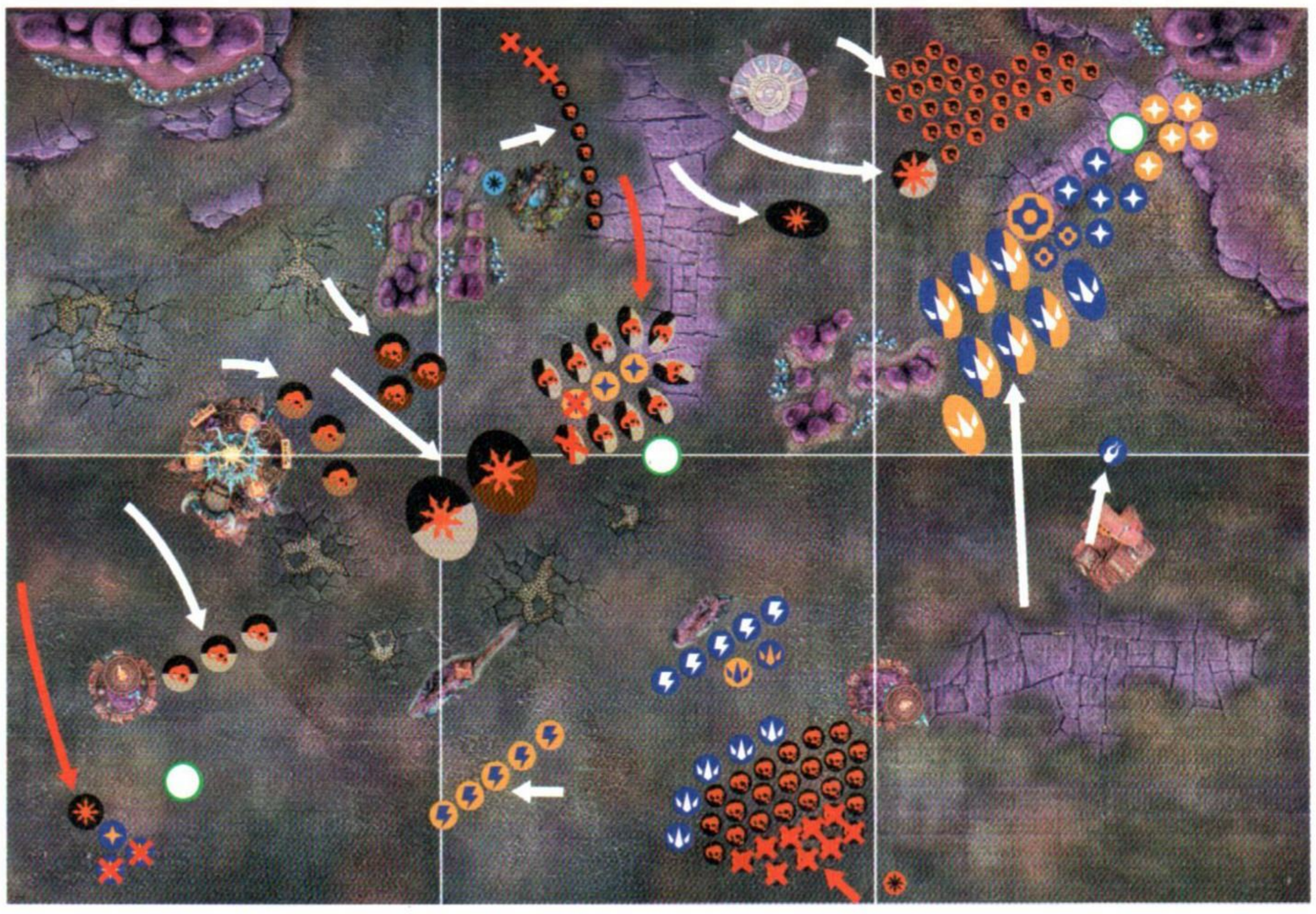
30 Bestigors and a Beastlord arrive behind Martin's army **(3)**. The Bestigors just about reach the Evocators when they charge, but only the closest models can fight, leaving the Bestigors at a disadvantage. Nearly a third of the unit is wiped out by the Evocators' return attacks and by the celestial lightning arc that surrounds them.

All three units of Bullgors run towards the Stormcasts and Rhu manages to charge the Doombull into the Castigators after spending a command point to re-roll the charge distance **(4)**. The Doombull kills two of the Castigators and, along with the nearby Bullgors, claims the objective.

BATTLE ROUND ONE: BOTH PLAYERS

The first battle round saw both players succeed and fail in equal measure. While Martin's wizards almost universally failed to cast any spells, he did manage to contest all three objectives. Rhu, on the other hand, had appalling luck when it came to combat, with several units failing their charges and the rest struggling to wipe out their targets – namely the Castigators. However, by the end of the first battle round, the Beasts of Chaos did have two of the three objectives in their grubby, blood-stained hands.

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
- The Gate-Breaker
- Wretch
- Faolan Soulstorm
- Astreia Solbright
- Rory Hallowblade
- Naimh Fyreheart
- Konnor Starscryer
- Sequitor Conclave I
- Sequitor Conclave II
- Judicator Conclave I
- Judicator Conclave II
- Castigator Conclave I
- Castigator Conclave II
- Evocator Retinue
- Soulstorm's Riders
- Fury of the God-King



BATTLE REPORT

BATTLE ROUND 2: MONSTROUS CARNAGE

THE DOUBLE TURN

Rhu: We always talk about the dreaded double turn in the second battle round and actually I was very thankful I got it. I had failed to capitalise on Martin's poor luck in the first battle round and some of my units – the Shaggoth and Chaos Gargant in particular – were in a really precarious position. Put simply, if I didn't kill some of the Dracolines (or at least hold them up for a bit), they would rampage through my army. I had a second chance – I had to seize it.

Rhu went first this round and quickly used Primordial Call to summon a Cockatrice to the battlefield behind the Lord-Castellant. Then the violence began! The Bullgors on the western flank charged into the Sequitors, killing three and forcing one to flee the battlefield, while nearby the Doombull crushed the last Castigator. The Centigors also wiped out the unit of Castigators they were fighting, while the Ghorgons pulverised Martin's second unit of Sequitors. The Bestigors and Evocators continued their protracted combat. Rhuairidh had claimed the centre and west end of the battlefield but the same could not be said for the eastern end. The Chaos Gargant failed to do a single wound to the Evocators on Dracolines and was slain in return. The Shaggoth succumbed to his wounds and devolved into a Spawn.

Martin began his second turn by successfully casting every spell, though the Evocator's Empower spell was nullified by the Doombull's command trait – Unravelling Aura. However, the Everblaze Comet did smash into the centre of the battlefield, causing mortal wounds to Bullgors, Centigors, the Bray-Shaman and both Ghorgons. Martin followed up this magically destructive hero phase by firing celestial bolts from the Judicators and Celestar Ballista at the 30-strong unit of Ungor Raiders. The surviving Ungors were then charged by Astreia and the Lord-Arcanum, both of whom threw down their spirit flasks and annihilated the rest of them! The Knights-Incantor performed a similar trick on the Bestigors, while the Dracoline riders inflicted a colossal 25 wounds on one of the Ghorgons and the unit of Centigors, killing all of them.

LET THE SLAUGHTER BEGIN!
Knowing that Martin will soon send in his Sequitors to take the central objective, Rhu charges both Ghorgons into them in a bid to wipe them out and, hopefully, catch both Knights-Incantor at the same time. Sadly for Rhu, he isn't quite able to charge the wizards directly, but Naimh Fyreheart does end up within 3" of the Ghorgons, limiting Naimh's movement. The Ghorgons tear the Sequitors to pieces with their butchering blades before they can even think about eating any of them.

BATTLE ROUND TWO: RHUAIRIDH'S TURN

This turn saw Rhu make strong gains across the battlefield, but his army was still in disarray. "I should have deployed my Bullgors closer to the centre of the board so they could get into the fight quicker," says Rhu. Rhuairidh was also having trouble with the Evocators. "I thought charging the Beastlord into them would be a good idea, but they pretty much killed him when Martin directed all their celestial lightning arcs at him instead of the Bestigors." On the other hand, Rhu had claimed two objectives.

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
- The Gate-Breaker
- Wretch
- Faolan Soulstorm
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- Judicator Conclave II
- Castigator Conclave I
- Castigator Conclave II
- Evocator Retinue
- Soulstorm's Riders
- Fury of the God-King

BATTLE ROUND TWO: MARTIN'S TURN

Martin's plan to establish a strong fire base on the eastern end of the battlefield was paying off – the Judicators had seen off the Shaggoth in combat, shot the Shaggoth-Spawn to death and were now laying into the Ungors. With the Chaos Gargant dead in Rhu's turn, Martin was also able to bring his Dracoline riders into the centre of the battlefield and behind Rhu's main assault force. They wiped out two units, claimed the central objective and left the centre of Rhuairidh's army looking distinctly battered.

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
- The Gate-Breaker
- Wretch
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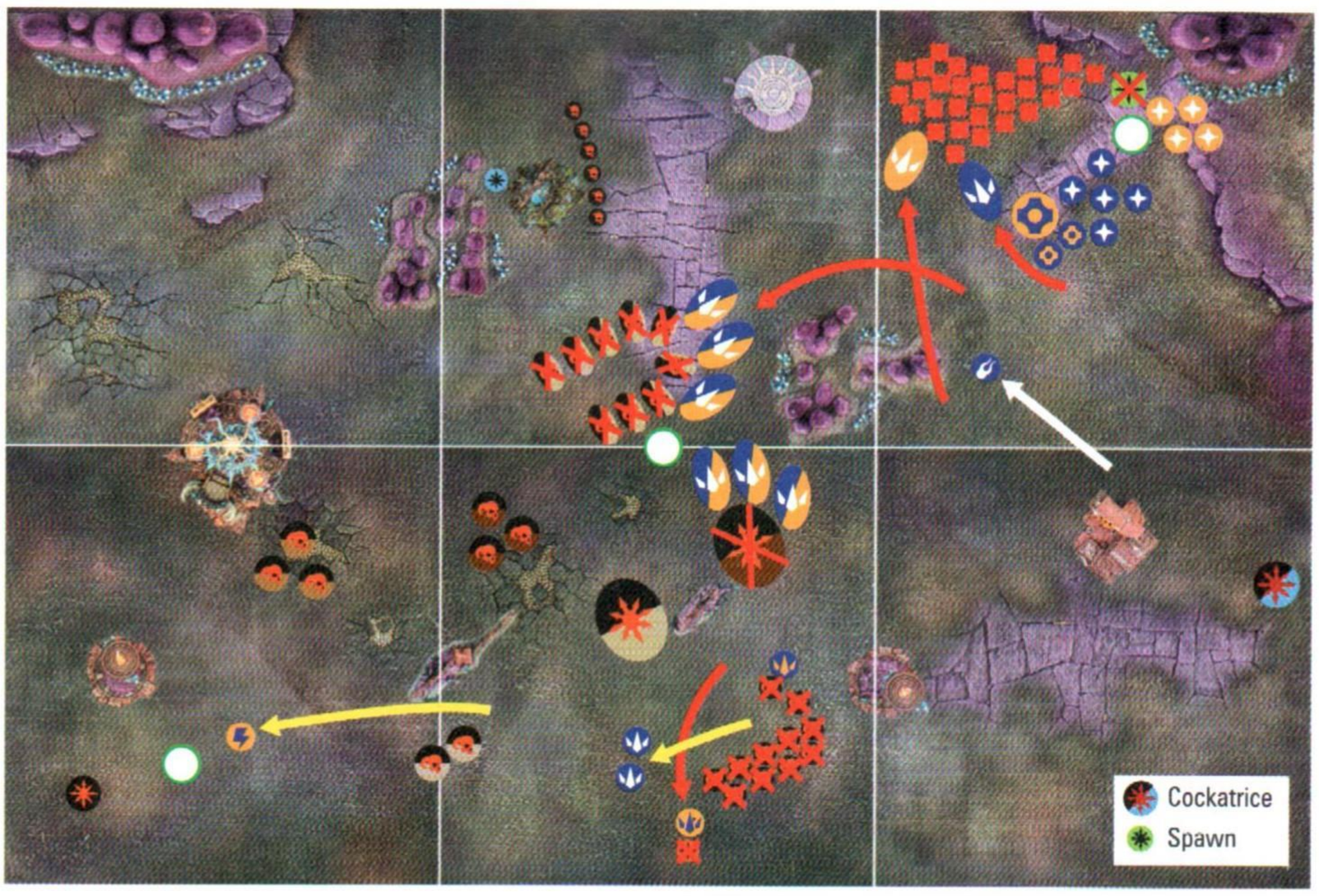


Martin's Judicators prove particularly deadly in combat, dragging the wounded Shaggoth down and slaying it **(1)**. "I expected Rhu to charge the Ungors in, too," says Martin. "If he had, he would have had more models within 3" of the objective than me." The Shaggoth promptly turns into a Spawn.

The Evocators retreat from the Bestigors **(2)**, leaving only the Knight-Incantor to fight them. He throws down all three of his spirit flasks, killing the Beastlord Dhun'kain (who only had one wound remaining) and eight Bestigors. Dhun'kain also turns into a Spawn.

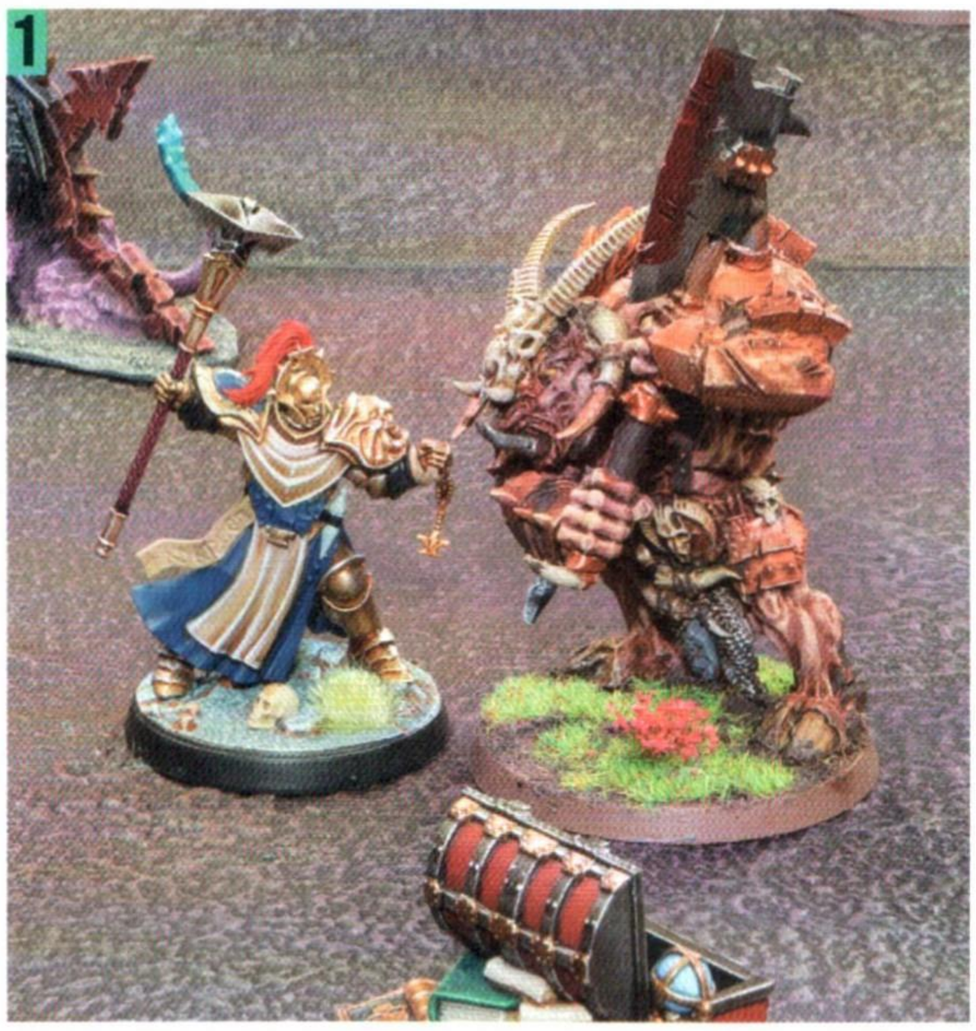
After the Judicators and Celestar Ballista thin the ranks of the Ungors, Astreia and Faolan Soulstorm charge into the remaining Ungors **(3)** and wipe them out by detonating their spirit flasks. Both Stormcasts also take six wounds each in the process! In the centre of the board, the Evocators on Dracolines massacre both the Centigors and the Ghorgon.

BATTLE ROUND TWO VICTORY POINTS

STORMCAST ETERNALS	BEASTS OF CHAOS
2	2

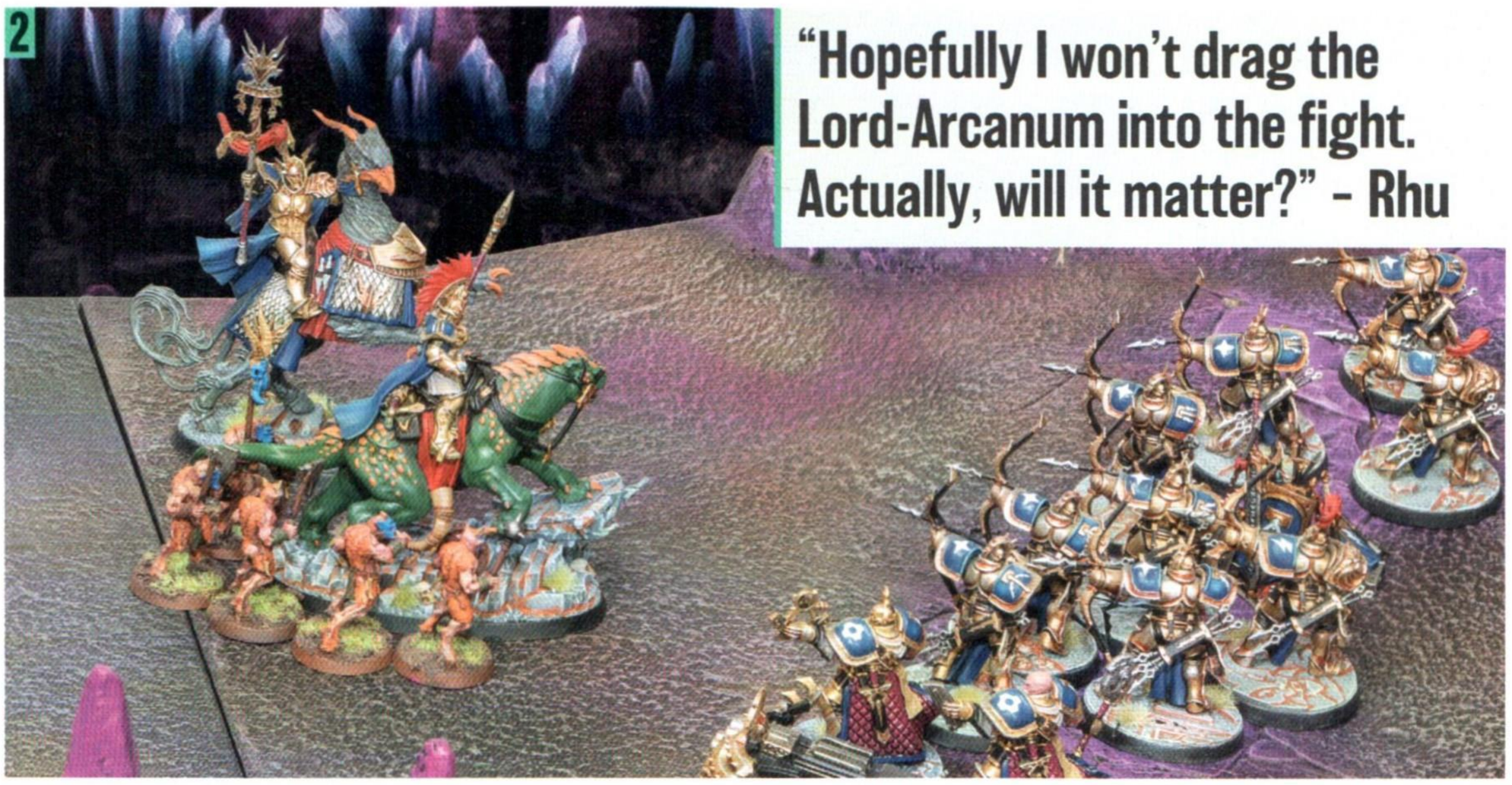
BATTLE ROUND 3: FRANTIC FIGHTS AND THE DEATH OF HEROES

Once again, the Beasts of Chaos went first in this battle round, much to Rhuairidh's relief. The Bray-Shaman cast Tendrils of Atrophy on the Dracoline riders which, combined with the effects of the Herdstone (the aura of which had expanded to 18" by this point), left the Dracolines looking decidedly fragile in the centre of the battlefield. Rhu made the most of this and charged both a unit of Bullgors and his surviving Ghorgon into them, killing half their number for the loss of two Bullgors and a few wounds on the Ghorgon. Nearby, the Doombull killed the last Sequitor while another unit of Bullgors charged the Evocators, lost one of their number to a flurry of blades and did nothing in return. The Cockatrice suffered a similar result fighting the Lord-Castellant at the other end of the battlefield, while nearby Astreia Solbright chopped her way through a unit of pitiful Ungors.



While the Bullgors and surviving Ghorgon turn to face the Evocators on Dracolines dominating the centre of the battlefield, the Doombull butchers his way through the last surviving Sequitor **(1)**. Martin deliberately moved the Sequitor-Prime towards the western objective in the previous battle round so that Rhuairidh would also have to leave a unit there to defend it.

Seeing an opportunity, Rhu charges his sacrificial Ungors (so called because they're normally sacrificed to the Herdstone each turn to increase Rhu's stash of Primordial Call points) into Astreia Solbright **(2)**. With Astreia reduced to a single wound by the spirit flasks she dropped in the previous battle round, Rhuairidh has the perfect chance to assassinate one of Martin's heroes. The Ungors pull Astreia from her saddle, but she is returned to life by the Lord-Arcanum's Cycle of the Storm ability. Astreia then kills all five of the Ungors with impunity. Nearby, the Judicators continue to hold the eastern objective.

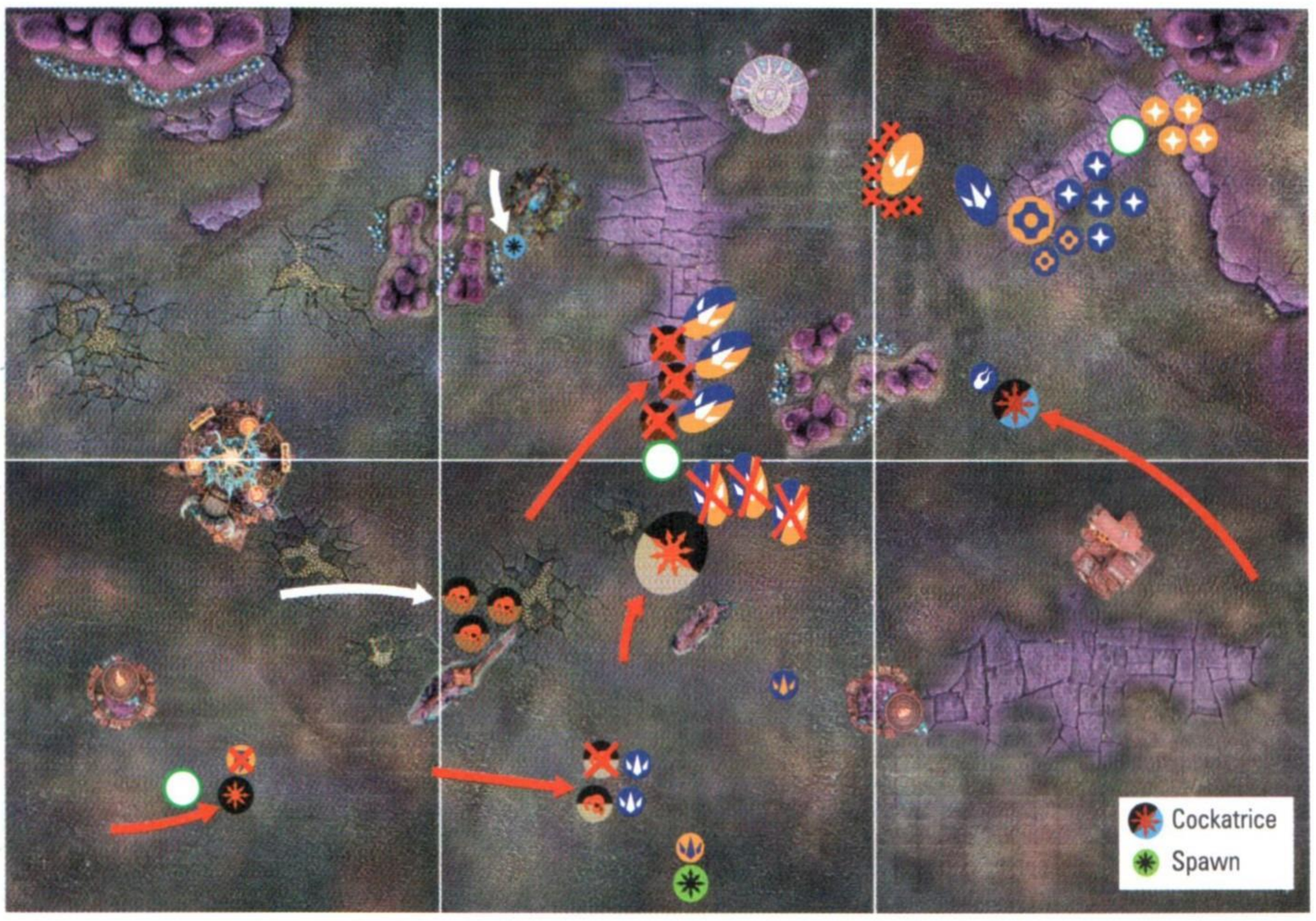


"Hopefully I won't drag the Lord-Arcanum into the fight. Actually, will it matter?" – Rhu

BATTLE ROUND THREE: RHUAIRIDH'S TURN

By the third battle round, almost all of Martin's infantry were dead, though Rhuairidh's Beasts of Chaos had taken a pounding from the Evocators on Dracolines. With the western objective secure, Rhu looked for a way to shift the Dracoline riders off the central objective, but he was struggling to get all his Bullgor units to them (most of them would have to walk past the Everblaze Comet, taking mortal wounds as they did so). Rhu's turn saw him kill some of the Dracoline riders, but not enough of them…

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
- The Gate-Breaker
- Wretch
- Faolan Soulstorm
- Astreia Solbright
- Rory Hallowblade
- Naimh Fyreheart
- Konnor Starscryer
- Sequitor Conclave I
- Sequitor Conclave II
- Judicator Conclave I
- Judicator Conclave II
- Castigator Conclave I
- Castigator Conclave II
- Evocator Retinue
- Soulstorm's Riders
- Fury of the God-King



BATTLE ROUND THREE VICTORY POINTS

STORMCAST ETERNALS	BEASTS OF CHAOS
4	3

Having seen the death of the Ghorgon and the Centigors, the second Ghorgon (known simply as the Champion) and a unit of Bullgors charge into the Evocators on Celestial Dracolines in the centre of the battlefield **(3)**. Rhu picks the Ghorgon to fight first in his turn, the beast killing two Dracoline riders, then eating a third. "I was so glad Martin didn't remove the rider next to the Ghorgon," says Rhu, laughing. "If he had, the Ghorgon wouldn't have been able to eat it." The surviving riders kill the Bullgors and inflict three mortal wounds on the Ghorgon with their celestial lightning arcs.

Martin's spellcasters returned to form in his turn as he once again failed to cast most of his spells – only the ever-reliable Evocators succeeded in empowering themselves. Needing to clear the central objective, Martin put all his efforts into killing the Ghorgon and shot it with the Celestar Ballista and all the Judicators that could see it, reducing it to just four wounds. The other Judicators shot at the Cockatrice that was still menacing the Lord-Castellant but failed to kill it.

It was no surprise that Martin picked the Dracoline riders to fight first in combat. They killed the Ghorgon easily enough, enabling them to hold the central objective. Meanwhile, the Knight-Incantor Konnor Starscryer finally killed the Beastlord-Spawn he'd been fighting and turned to face the unit of Bullgors and the Doombull bearing down on him.

Despite only having a single wound remaining, Lord-Arcanum Faolan Soulstorm charges into Donal, the Bray-Shaman **(4)**. He fails to kill the beast-wizard but suffers no damage in return either, despite the entropic aura surrounding the Herdstone (it reduces enemy save rolls by 1 if they are within range of its baleful aura).

BATTLE ROUND THREE: MARTIN'S TURN

While the Dracoline riders held the centre of the battlefield, Martin moved his ballista and one of his units of Judicators west, enabling them to shoot the Ghorgon. He kept his other unit of Judicators near the eastern objective, knowing that the wounded Lord-Castellant would not be enough to hold it on his own, especially when Rhuairidh had more Primordial Call points to spend on reinforcements the following turn. The Evocators continued to make a mess of everything they touched.

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
- The Gate-Breaker
- Wretch
- Faolan Soulstorm
- Astreia Solbright
- Rory Hallowblade
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- Evocator Retinue
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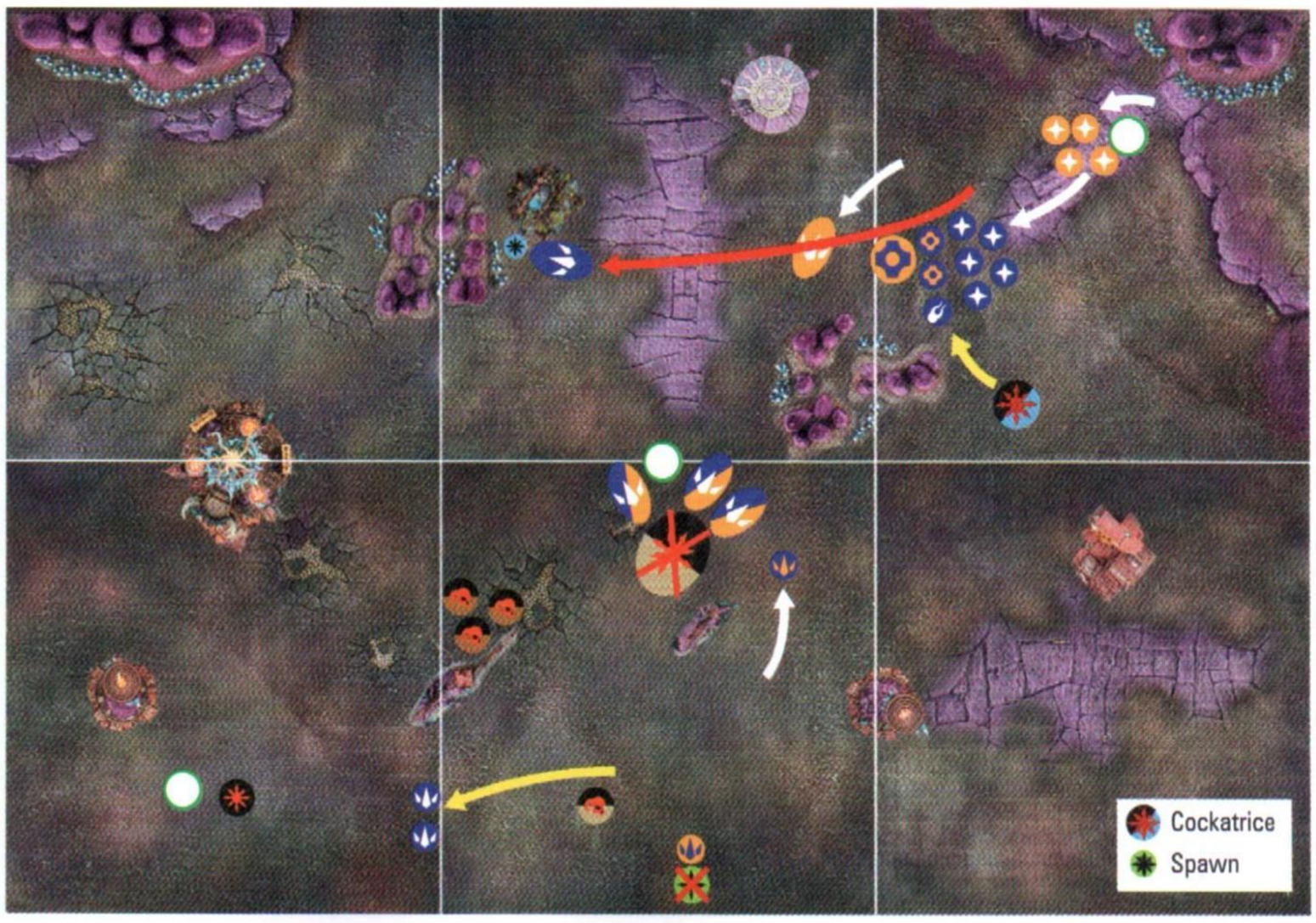
- Fury of the God-King



BATTLE REPORT

BATTLE ROUND 4: THE BEAST HUNT

The start of the fourth battle round saw both armies looking distinctly worse for wear. Rhu had only his Doombull, a unit of Bullgors and a few scattered Spawn and other beasties left on the battlefield, while Martin had five badly wounded heroes (three of them had only one wound remaining), three Evocators riding Dracolines and most of his fire base of Judicators. Had Rhuairidh won the roll-off, he might have been able to cause some significant damage to Martin's army, but Martin seized the initiative and made the most of it!

Having failed to cast the Stormcaller spell for the entire game, Konnor Starscryer finally brought bolts of lightning crashing down to earth, zapping the unit of Bullgors and the Doombull. The Dracoline riders charged the Bullgors while the Evocators on foot attacked Cormag. An Arcane Bolt from the Lord-Arcanum blasted the Bray-Shaman apart, turning him into yet another Chaos Spawn, who was then killed by the Judicators (as was the Cockatrice). The Bullgors were wiped out in combat by the Evocators on Dracolines. Much to both Rhuairidh's and Martin's surprise, the Evocators that charged the Doombull not only survived his ferocious attacks (well, one of them did), they then went on to kill the beast.

Rhu's return attacks saw a lone Bullgor kill Konnor Starscryer, while the Spawn that was once Cormag killed the last Evocator and then went and sat on the western objective. Meanwhile, a unit of Centigors heard the Primordial Call and charged into the Judicators holding the eastern objective. But was it too little too late?

The battle devolves into several desperate fights, any of which could decide the fate of the battle. While the Judicators slay the Cockatrice near the eastern objective and the Doombull battles the Evocators to the west, the Evocators on Dracolines ride towards Rhuairidh's last intact unit of Bullgors near the central objective **(1)**.

Studiously avoiding the baleful aura of the Everblaze Comet in the centre of the battlefield, Martin charges the Dracoline riders into the Bullgors. As expected, Martin picks the Evocators on Dracolines to fight first in the combat phase. The combination of tempest blade, stormstave, monstrous claw, thunderous pounce and celestial lightning arc attacks obliterate the Bullgors.

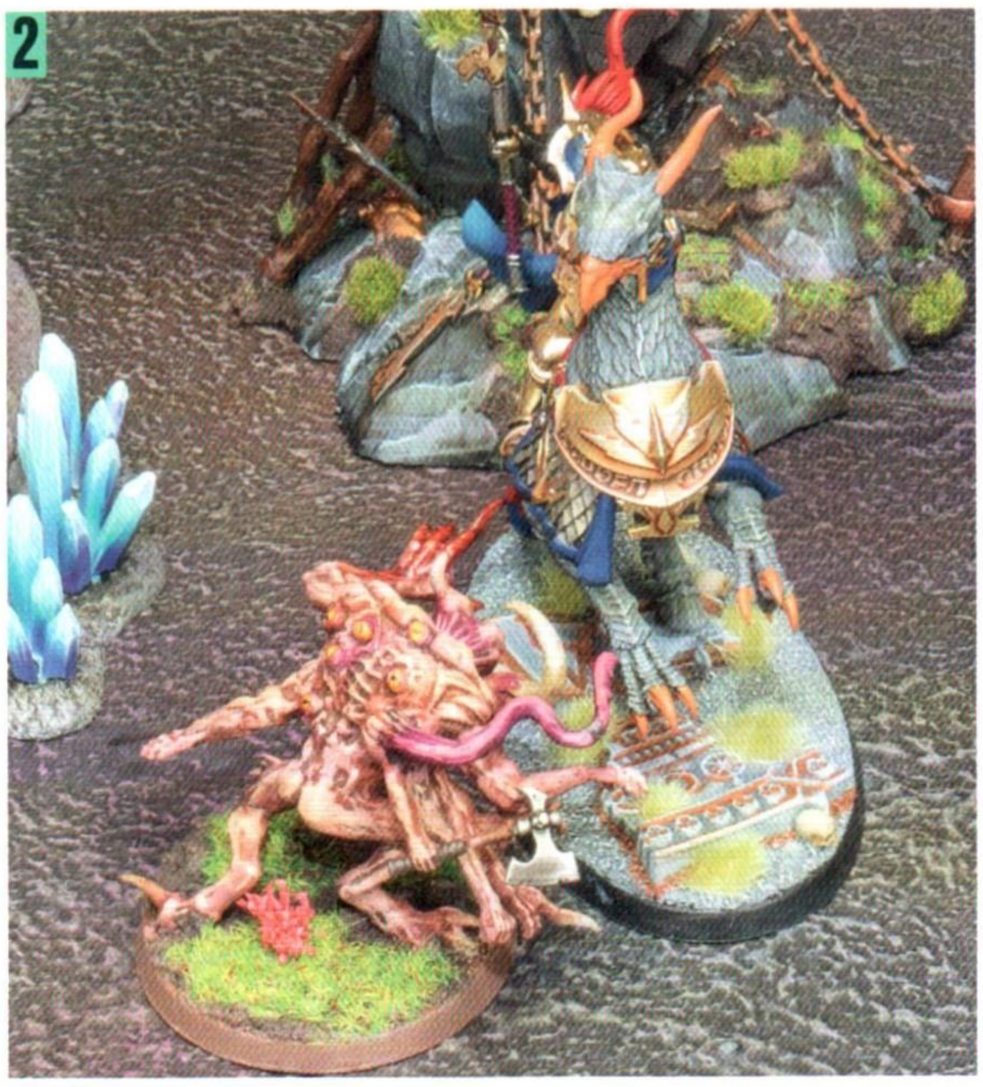
Nearby, Naimh Fyreheart secures the central objective just in case Rhuairidh has one last little trick up his sleeve to reclaim it.

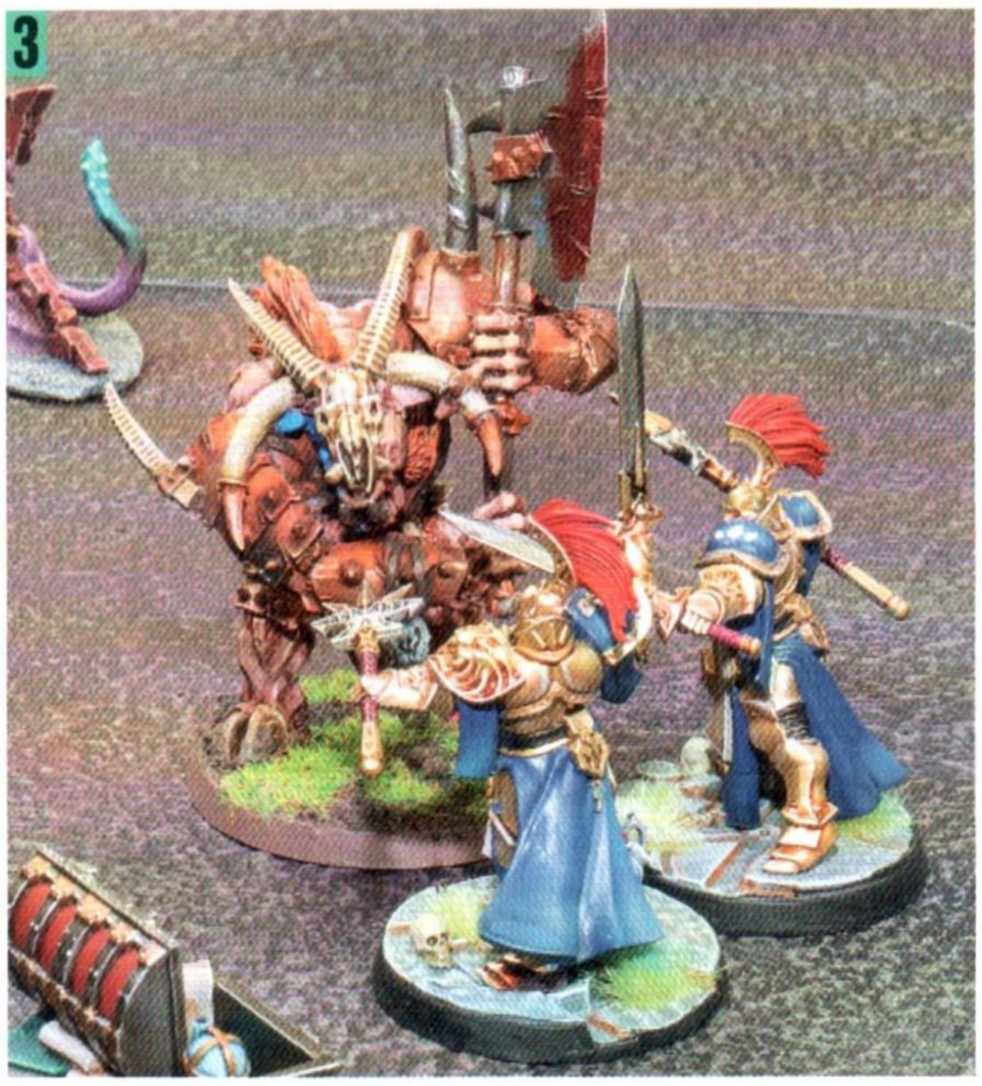
In the distance, the Celestar Ballista inches closer to the centre of the board so it has a clear line of sight to Cormag the Doombull.

SPELLS AND AURAS

The centre of the battlefield was a hotbed of magical effects in this game. The Everblaze Comet sat malevolently in the centre of the board for most of the battle inflicting mortal wounds on any unit that got within 5" of it (which was inevitable because it was next to the central objective). At the same time, the Herdstone's Entropic Lodestone and Locus of Savagery meant the Stormcasts' armour became less effective while nearby Beasts of Chaos units became immune to battleshock.

"Evocators, whether on foot or riding a Dracoline, are so incredibly powerful!" – Martin



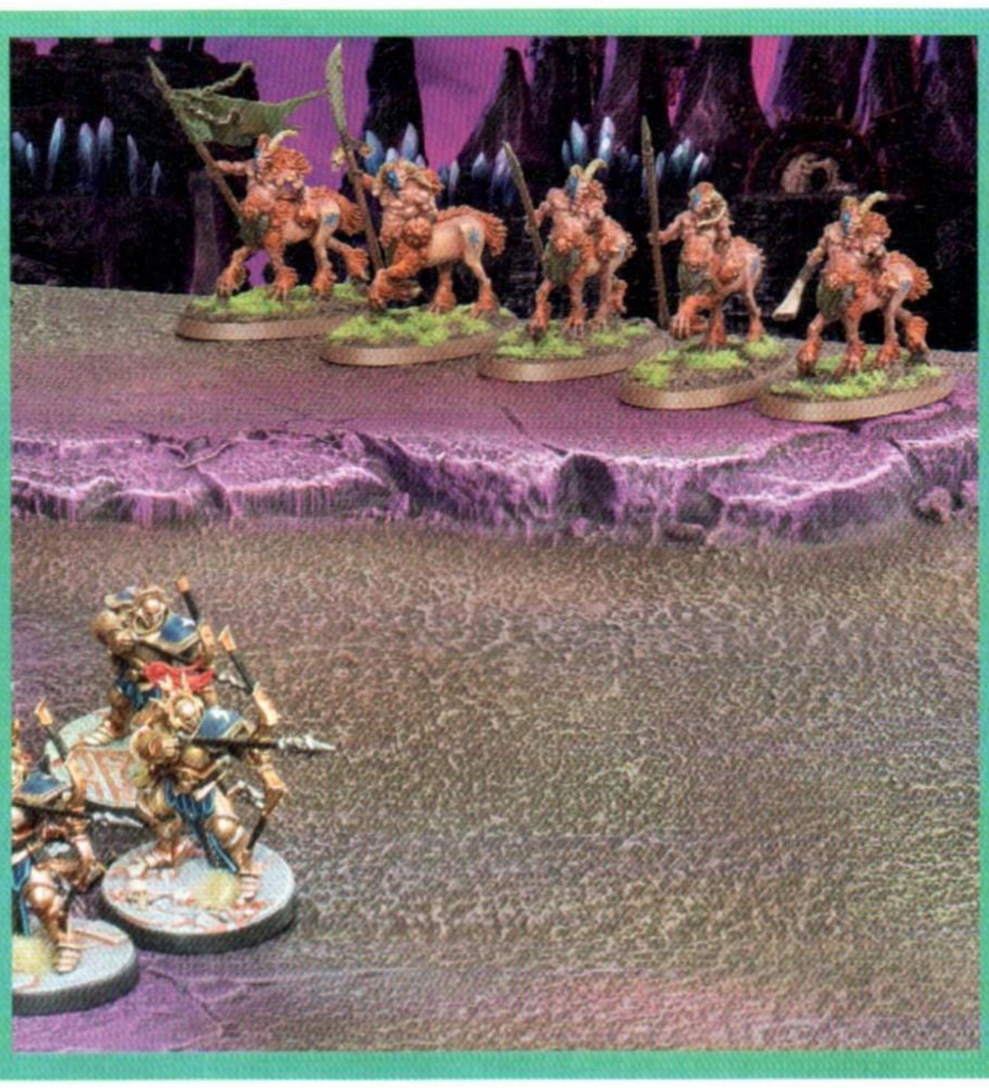


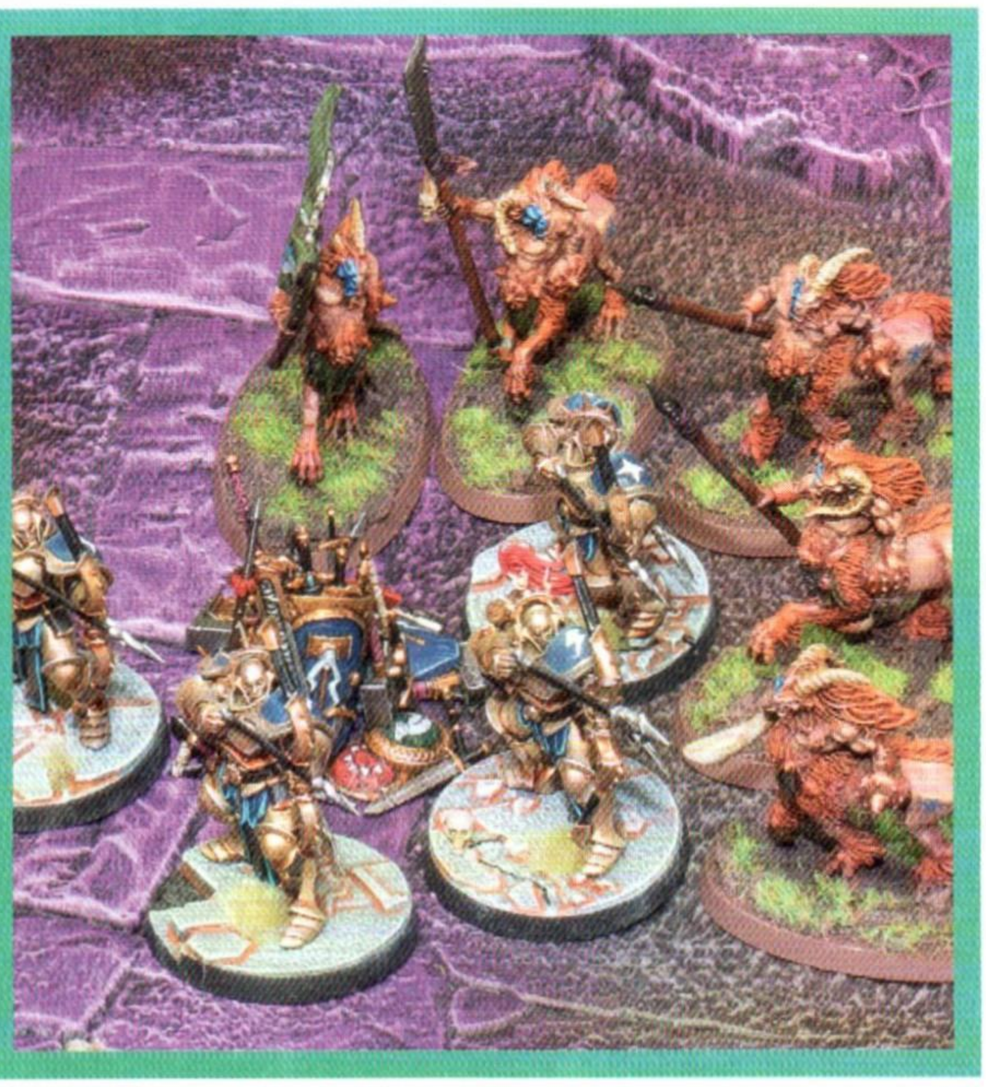
Donal is turned into a Spawn by the Lord-Arcanum's Arcane Bolt **(2)**. Before Faolan Soulstorm can kill him (again), the Shaman-Spawn is shot to death by the advancing Judicators.

Grievously wounded by the Stormcaller spell and a salvo of bolts from the Celestar Ballista, Cormag the Doombull is charged by the Evocators **(3)**. He kills one of them but is slain by the survivor. Thanks to the Gift of Morghur, Cormag turns into a Spawn as he dies and kills the pesky wizard.

A LAST DITCH AMBUSH

The Primordial Call goes out once more, drawing a unit of five Centigors to the battle on the eastern flank. Rhuairidh's plan revolves around killing a single wounded Judicator. If the Centigors can outnumber Martin's models around the eastern objective at the end of his turn, he will score a victory point. If he wins the roll-off for the fifth battle round he will likely score another one and possibly even deny Martin a victory point at the end of the game. He kills a Judicator and loses no Centigors in return, claiming the objective.





BATTLE ROUND FOUR: BOTH PLAYERS

The fourth battle round saw several key tactical moves play out. Martin's positioning of the Everblaze Comet made it very hard for Rhu's Bullgor units to reach the central objective without taking mortal wounds, forcing him to go around it and possibly miss out on vital charges. While Rhu clearly held the objective at the west end of the battlefield, the arrival of the Centigors ensured the eastern objective was contested. It would all come down to whether Rhu could kill the Evocators on Dracolines.

- Cormag, Skullbreaker
- Dhun'kain
- Donal
- Mharendük
- The Aelf-Gorged
- The Butchers
- The Arnag's Headsmen
- Gaven Lowlings
- Donal's Cloven
- Dhun'kain's Huscarls
- The Scourge of Vuln
- The Champion
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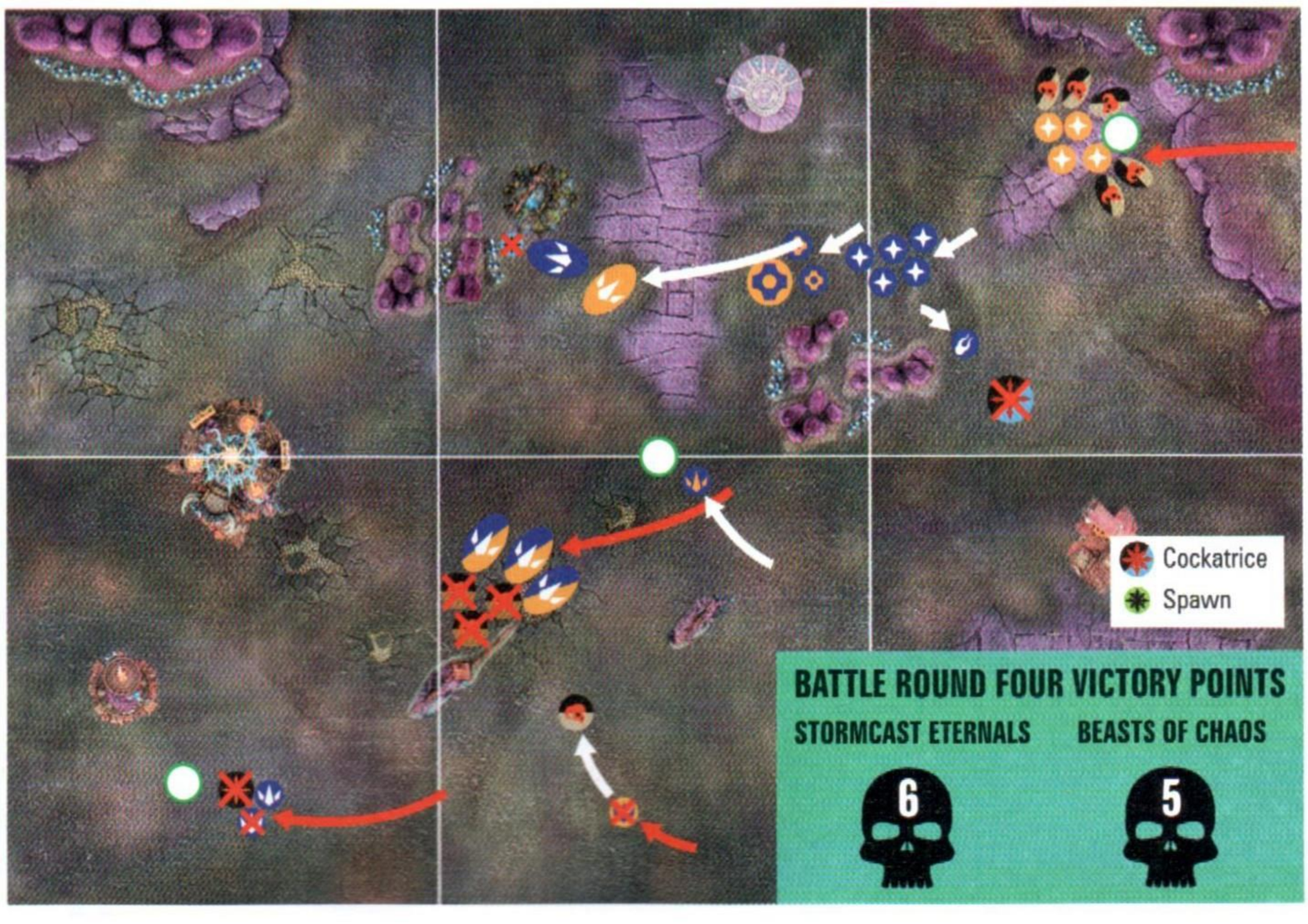


BATTLE ROUND 5: ERADICATING THE TAINT OF CHAOS

Martin won the roll-off to see who got the first turn of the last battle round. Rhuairidh sighed audibly. It was now a case of seeing how many of the three objectives Martin could control and whether he could wipe out Rhu's last remaining units.

Martin started his turn by casting Chain Lightning with Naimh Fyreheart, killing the Bullgor that had butchered her fellow Knight-Incantor the round before. Naimh then moved onto the central objective, securing it for Martin.

The Lord-Castellant – still wounded from his earlier fight against the Cockatrice – moved to attack the Centigors, but the Judicators and Celestar Ballista killed most of them in the shooting phase, leaving only one alive for the Lord-Castellant to attack. Martin promptly failed to roll anything higher than a 2 and the Judicators had to finish off the Centigor in combat.

Meanwhile, across the battlefield, the Evocators on Dracolines charged into the Spawn that was lurking near the western objective (by this point the Evocators had ridden almost the entire length of the battlefield). Though the Spawn got to attack first (Martin was feeling generous), it failed to even scratch the Dracolines or their Stormcast riders. The Evocators killed the Spawn and secured the objective easily. And so ended the battle, with Martin having scored nine victory points and Rhuairidh five and not a single Beast of Chaos left on the field of battle. We asked Martin and Rhu what they thought of the game and of the decisions they made throughout.

The Evocators riding Dracolines charge the Spawn that was once Cormag the Doombull **(1)**. Unsurprisingly, they slaughter the hapless Spawn.

The Lord-Castellant charges into the last surviving Centigor and fails to even hurt him **(2)**. The Judicators kill the last Centigor and secure the eastern objective.

Naimh Fyreheart somehow survives the battle relatively unscathed. She stands triumphantly next to the central objective **(3)**.

VICTORY, IN THE NAME OF SIGMAR!

"I need more durable units in my army list – the damage output of the Evocators is incredible!" – Rhu

"Plenty of magic, lots of arrows and a crate full of spirit flasks will see off most enemies." – Martin

Rhu: Well that was a tense battle and no mistake! I loved how we both chewed through a flank of each other's armies, then sort of met in the middle to duke it out. I think the turning point was when Martin managed to get the Dracoline riders into the middle of my army and massacre both a Ghorgon and the Centigors. Beastmen units can be a bit all or nothing sometimes – they hit hard, but it needs to be on your terms. If I had charged with the Ghorgon, for example, it would have battered the Dracolines (just like my second Ghorgon did the following turn). I think next time I might take a few more resilient units such as Dragon Ogors to hold my battleline and perhaps some Tzaangor Skyfires to provide me with some ranged attacks.

Martin: The first few turns of the battle were really close-fought and, honestly, I wasn't sure my army was going to hold together. I had bad luck with my spells in the first turn, then Rhu got the double turn between the first and second battle rounds. If Rhu had brought his Bestigors on near my Judicators rather than behind my army, I think he might have won. Sometimes a single tactical decision can win or lose you a game. As for my army, the Evocators on Dracolines performed as expected – they're devastating – but I want a larger unit of Evocators on foot in the future, too. I reckon 10 of them could chew through just about anything. Overall, I was most pleased with my fire base – the tactics I planned around my shooting units went pretty much entirely to plan. **DH**

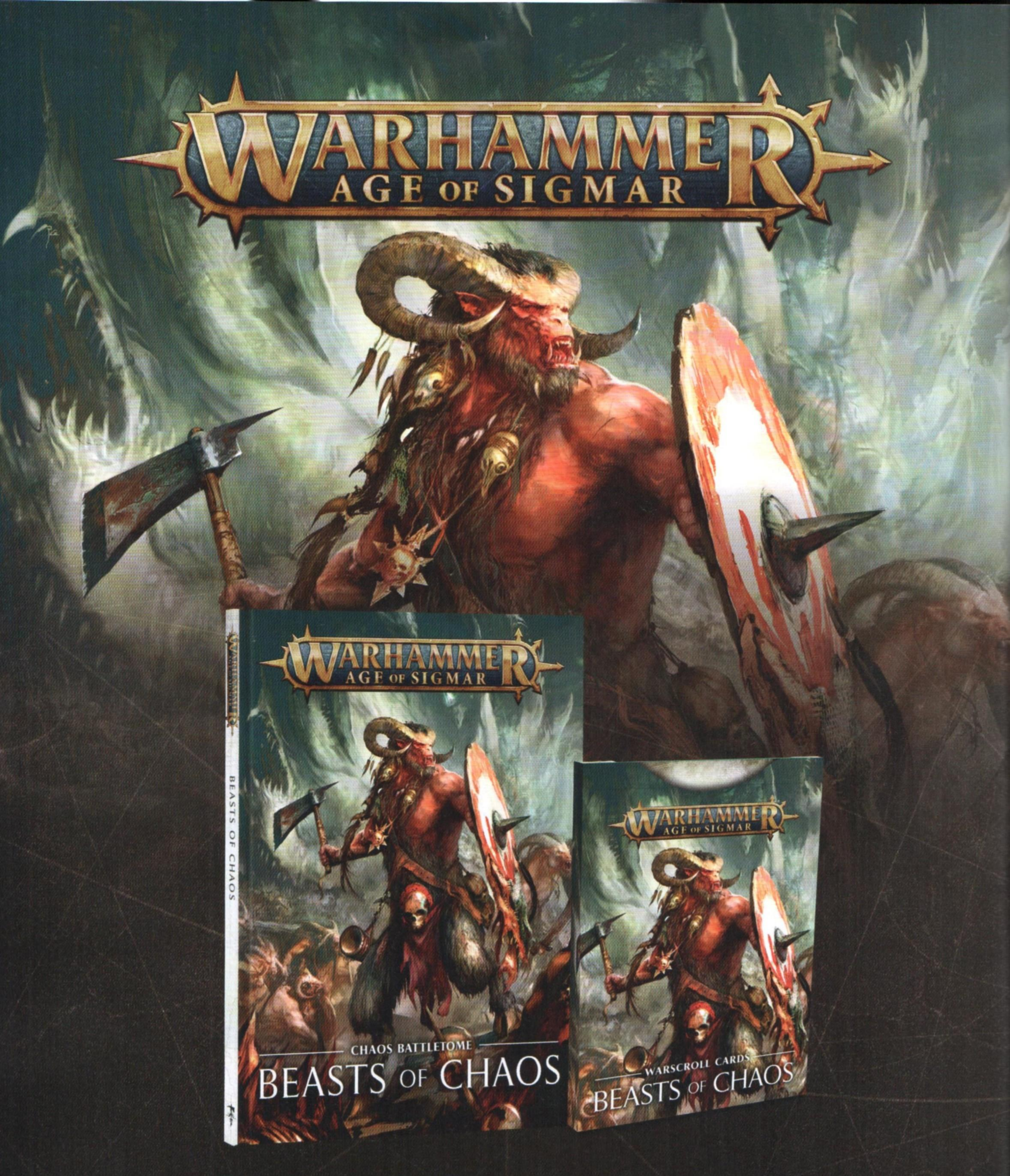
MODELS OF THE MATCH

Rhu: For me, it would have to be my Ghorgon – the Champion. I know I can rely on him to massacre whatever I charge him into and he totally did. He hacked and slashed through a unit of Sequitors, nearly got his blades on a Knight-Incantor (so close!), butchered two Evocators on Dracolines, then ate a third. He basically killed 300 points of Martin's units in one combat – it was unbelievably satisfying! A special mention would go to my Doombull, though, for finally killing off those blasted Evocators.

MODELS OF THE MATCH

Martin: The Evocators on Dracolines are definitely my unit of the match. They caused such a huge amount of damage to Rhuairidh's army, killing the Chaos Gargant, the Centigors, both Ghorgons, a unit of Bullgors and the Spawn that was the Doombull. They are extremely expensive points-wise, but I think they're worth it. An honourable mention goes to the two units of Judicators, who might even have killed more enemies in combat than they did through shooting – they were really solid this game.

MOMENT OF THE MATCH: THE MONSTER MASH-UP!
For us Dwarfers watching the battle, our favourite moment was the charge of the Dracolines. Having flattened the Chaos Gargant in Martin's previous turn, they swept into the centre of the battlefield and hewed down the Ghorgon and the Centigors in one devastating lightning-wreathed charge. It really was Sigmar's storm made manifest.



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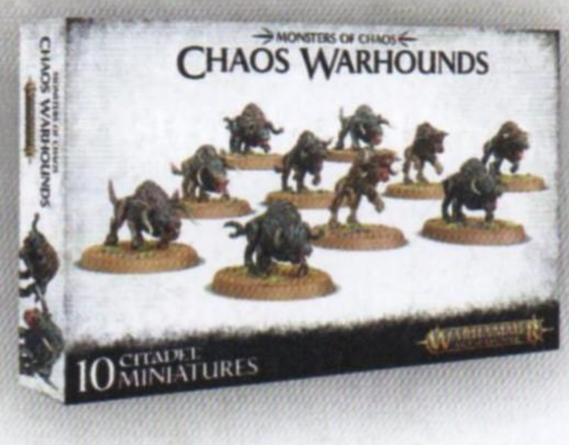

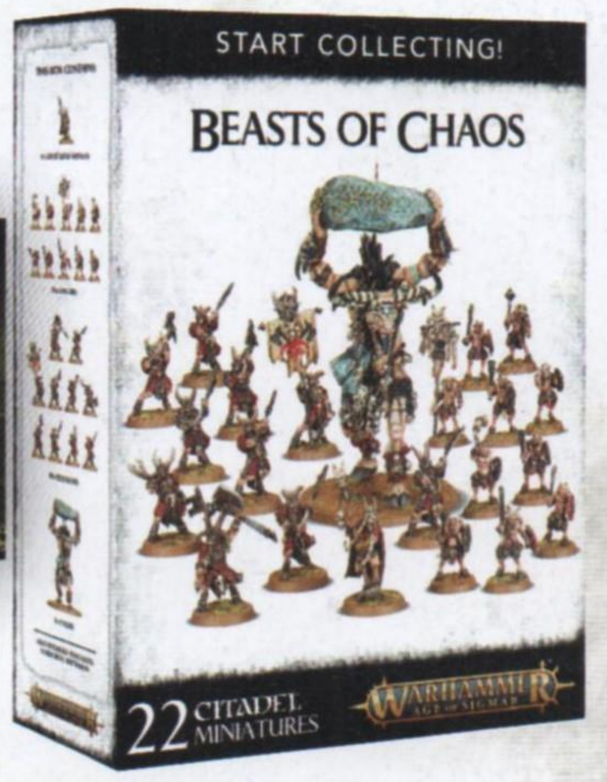

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BATTLE REPORT

THE GELLERPOX UPRISING

After a horde of Gellerpox Infected overruns her starship, the New Dawn, Rogue Trader Elucia Vhane believes she has made good her escape. However, as she speeds away from danger aboard her shuttle, the Truehawk, it becomes apparent she is still far from safe...

The release of Kill Team: Rogue Trader last month heralded the arrival not only of two new factions for the game (as well as for Warhammer 40,000) but also introduced powerful commanders to lead the kill teams included in the box. As if that wasn't exciting enough, the expansion also included four narrative missions that retell the story of Rogue Trader Elucia Vhane's desperate escape from the uprising of Gellerpox Infected after the strange machine virus had taken root among her starship's crew. With that being the case, we thought it would be fun to present a four-part battle report featuring these missions. We could think of none better than the expansion's rules writer Robin Cruddace and his trusty gaming 'chumrade' Stu Black to take charge, as they were both instrumental in developing the missions.

ROBIN CRUDDACE & STU BLACK

Robin Cruddace wrote the Kill Team: Rogue Trader rules, while Art & Design manager Stu Black helped him playtest the missions.

The Kill Team: Rogue Trader book includes rules for playing through the narrative missions as a historical campaign using the kill teams included in the box. Essentially, the players create kill teams that cost no more than 100 points for each mission, on top of which they receive their commander for free. Elucia Vhane and Vulgrar Thrice-Cursed will level up after each mission (earning a new skill from the Strategist and Strength specialisms respectively, to which each has unique access), with the winner also earning the perk of a free trait to apply to their commander. However, with this in mind the players decided against using the normal campaign rules for developing their kill team's leaders and specialists as well. Robin chose to take command of Elucia Vhane's kill team, leaving Stu to lead the fearsome Gellerpox Infected.

THE ELUCIDIAN STARSTRIDERS

Robin: The Elucidian Starstriders take their name from the Rogue Trader that leads them and represent her inner circle of advisors, bodyguards and aide-de-camps. My full kill team works out at exactly 100 points, so I don't need to worry about which models to include. I have favoured Stromian Grell as a Heavy specialist over Sanistasia Minst as a Medic, as I have big plans (and big targets!) for him...

COMMANDER, LEADER & SPECIALISTS

1 – Elucia Vhane
Strategist Commander (*Level 1 – Resourceful, Level 2 – Advisor, Level 3 – Master Tactician, Level 4 – Famed Commander*) **Free**

2 – Voidmaster Nitch
Leader Specialist (*Resourceful*) **6 points**

3 – Voidmaster Gunner Stromian Grell
Heavy Specialist (*Relentless*) **6 points**

4 – Knosso Prond
Combat Specialist (*Expert Fighter*) **25 points**

5 – Larsen Van Der Grauss
Comms Specialist (*Scanner*) **22 points**

FIRE TEAMS

6 – Sanistasia Minst
Rejuvenat Adept **17 points**

7 – Nitch's Squad
3 Voidsmen **18 points**

8 – Aximillion
Canid **6 points**

TOTAL: 100 POINTS

THE GELLERPOX INFECTED

Stu: Having led the uprising that ultimately overran the *New Dawn*, Vulgrar Thrice-Cursed and a band of his fellow mutants have stowed away aboard the *Truehawk*. Due to the number of models available to me, I won't be able to use my entire kill team. I plan on leaving the pair of Nightmare Hulks out and using weight of numbers to overwhelm Robin, swapping the mutoid vermin over depending on the mission.

COMMANDER, LEADER & SPECIALISTS

1 – Vulgrar Thrice-Cursed
Strength Commander (*Level 1 – Muscular, Level 2 – Juggernaut, Level 3 – Bull Charge, Level 4 – Crusher*) **Free**

2 – Gnasher-Screamer
Leader Specialist (*Resourceful*) **31 points**

3 – Pugglox
Zealot Specialist (*Frenzied*) **8 points**

4 – Grummax
Combat Specialist (*Expert Fighter*) **8 points**

5 – The Herg
Demolitions Specialist (*Breacher*) **8 points**

FIRE TEAMS

6 – 4 Glitchlings **20 points**

7 – 4 Eyestinger Swarms **20 points**

8 – 1 Cursemite **4 points**

TOTAL: 99 POINTS

UNUSED FIGHTERS

8 – 3 Cursemites **(12 points)**

9 – 4 Sludge-grubs **(20 points)**

10 – The Hullbreakers
2 Nightmare Hulks **(62 points)**

BATTLE REPORT

MISSION 1: SABOTAGE THE SHUTTLE

The relieved silence of the Starstriders gathered on the bridge was shattered by a thunderous bellow as the door was wrenched open by a hulking mutant, fresh blood still dripping from the cleaver in its hand. Voidmaster Nitch was – as ever – the first to react, blasting a hole in the lumbering giant with his shotgun before a short burst from Stromian Grell's rotor cannon felled the creature. A gout of flame burst through the door scant heartbeats later, and though Nitch and Grell dived clear, neither escaped unscathed. Alerted by the gunfire nearby, Larsen van der Grauss opened the door only to be greeted by a bouncing frag grenade. Though the Tech-Priest emerged unscathed, the detonation tore a hole in the shuttle's hull, dragging a Gellerpox Mutant and Sludge-grub into the void before auto-repair systems kicked in to close the breach. Knosso Prond raced past the Tech-Priest to skewer another mutant on her blade. As the fighting near the bridge intensified, two detonations in swift succession announced the destruction of the shuttle's engine coolant stations. Before long, the *Truehawk*'s engine would begin to overheat and shut down. Recognising the danger, Elucia Vhane gave the order to form up on her and make for the escape pods – it was time to abandon ship...

AURA ABILITIES

In games of Warhammer 40,000, characters such as Elucia Vhane have powerful abilities that automatically affect friendly units from their faction within a certain distance. In Kill Team games, these abilities are not constantly in effect and must be activated by using tactics. As tactics cost command points to use, these abilities must be used with greater care.

MISSION OBJECTIVES:

At the end of the game, the players score two victory points for each of the six objectives they control. The Gellerpox Infected player can also use a tactic to destroy an objective they control to earn one victory point.

Larsen van der Grauss opens a door to allow Knosso Prond to charge a Gellerpox Mutant beyond. The frag grenade it hurls as overwatch only succeeds in causing a Hull Breach (one of the *Truehawk*'s Killzone Environment rules), resulting in the loss of two of Stu's fighters **(1)**! In quite the reversal of fortunes, Knosso Prond is dragged down by a pair of angry Glitchlings shortly afterwards!

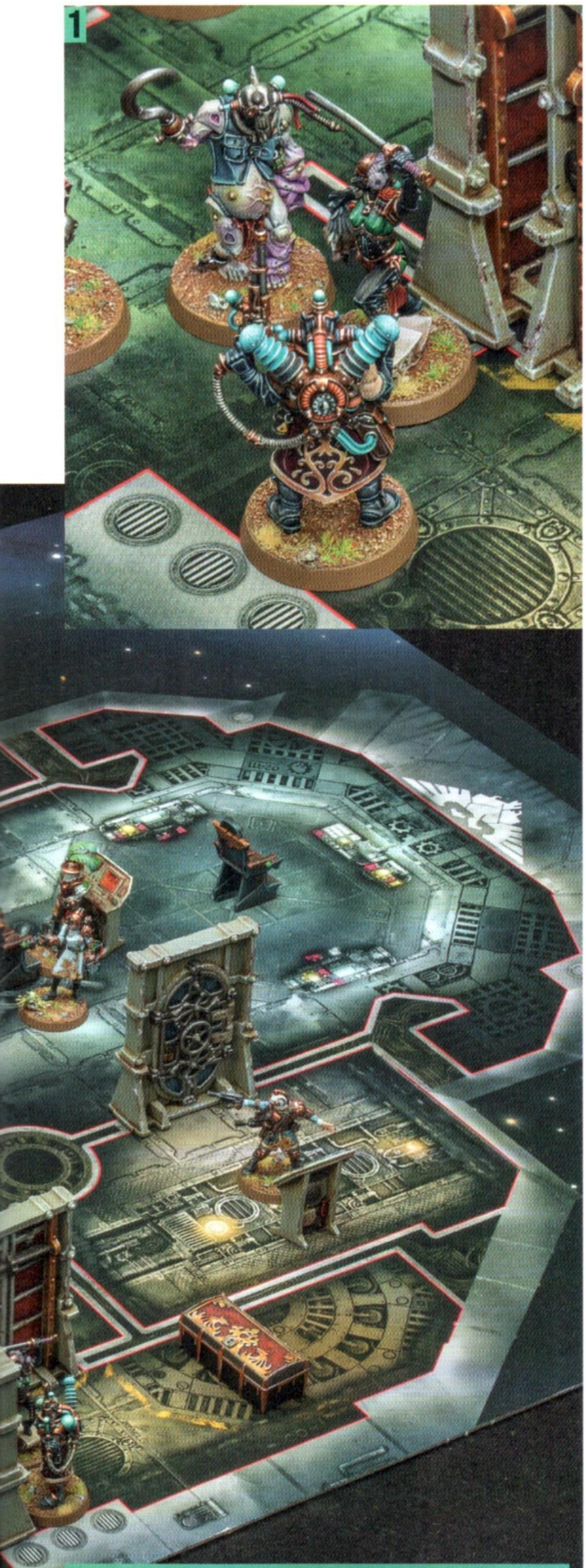
Robin's attempts to keep the bridge door shut are initially successful, but Gnasher-Screamer eventually heaves it open. A readied Voidmaster Nitch and Stromian Grell gun the Nightmare Hulk down **(2)**, but they both suffer flesh wounds when Vulgrar Thrice-Cursed unleashes his belly-flamer on them.

The fighting around the bridge door **(3)** dominates much of the battle, with Robin just holding out after the loss of Aximillion and Stromian Grell.

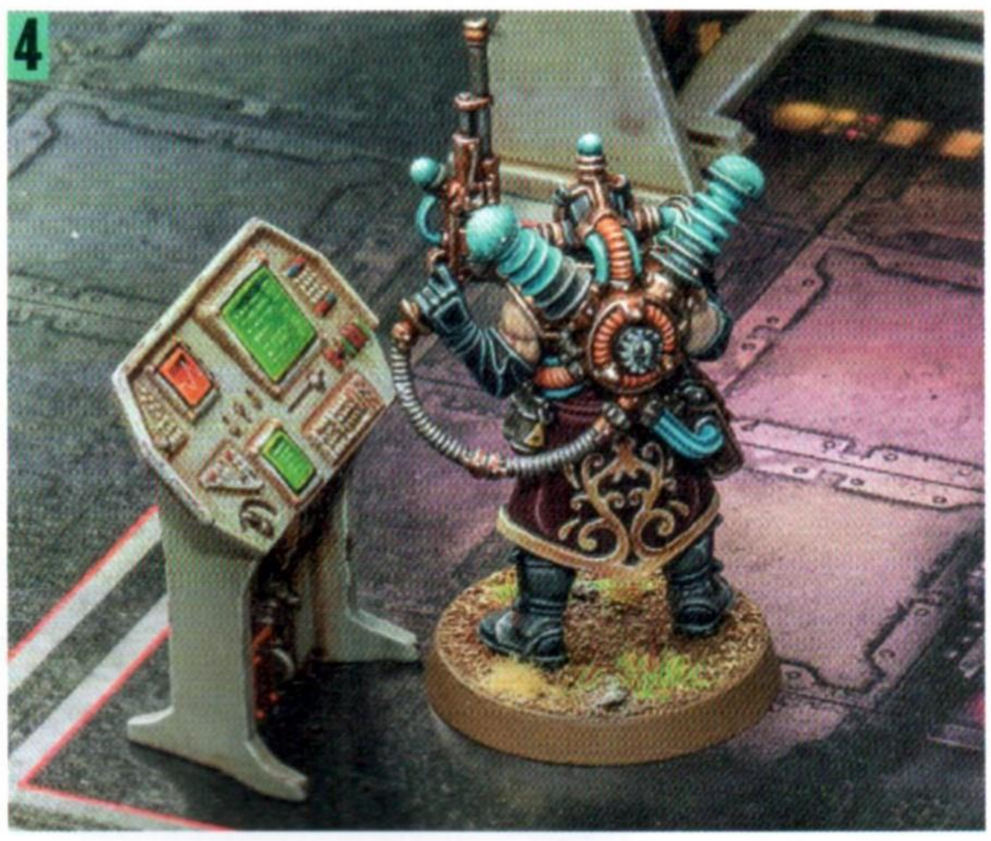
Robin uses a tactic to teleport Larsen van der Grauss to hold the control panel objective **(4)**. Despite being wounded by Vulgrar Thrice-Cursed's belly-flamer, he grimly hangs on.

Stu uses the Destroy Vital Systems tactic on the two engine coolant stations, earning a pair of victory points for their destruction **(5)**.

"I can't remember what happens when the roll-off to open a door is tied..." – Robin
"The galaxy breaks!" – Stu



MISSION OUTCOME:
Stu successfully destroyed two objectives using the Destroy Vital Systems tactic, but only controlled a single objective to Robin's three at the end of the game, resulting in a close victory for the Elucidian Starstriders.



Robin uses the Killing Strikes tactic on Knosso Prond (increasing the Damage characteristic of her blade to D3) and is rewarded with a slain Gellerpox Mutant **(1)**.

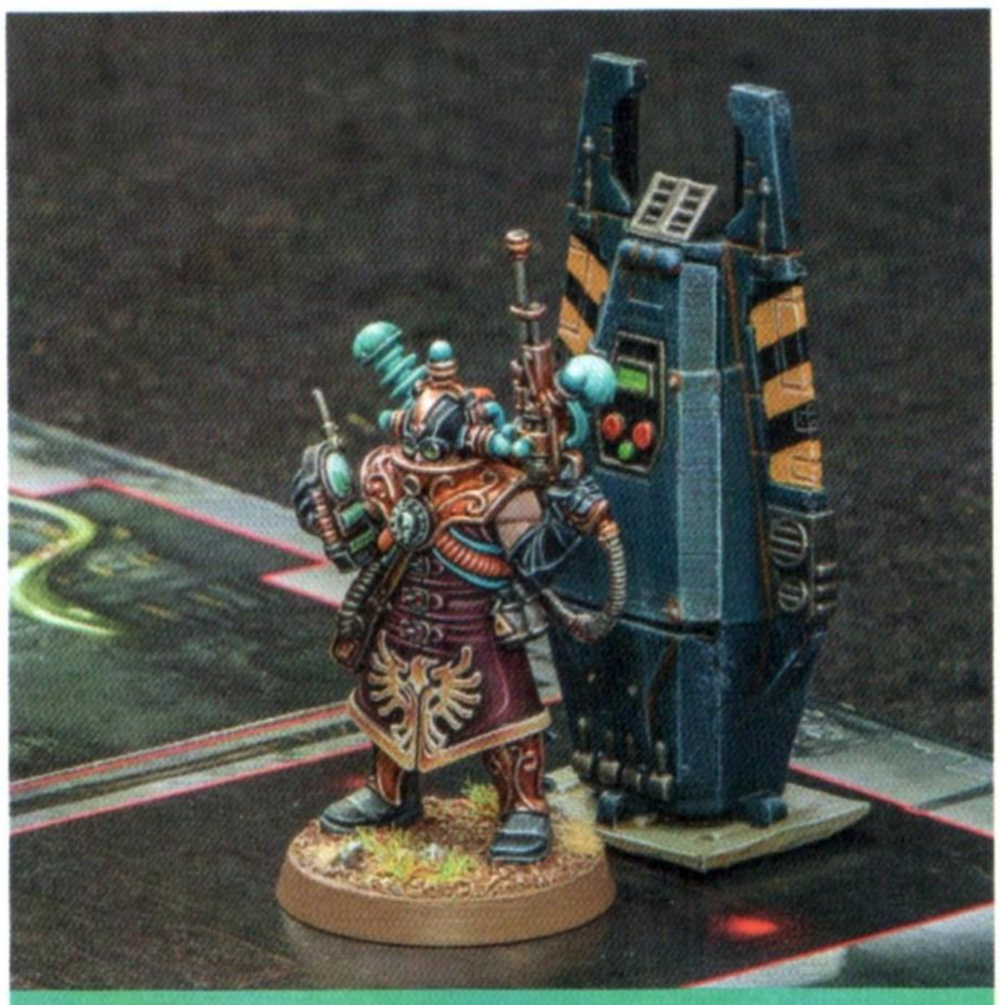
Voidmaster Nitch and Stromian Grell combine their fire to bring down Gnasher-Screamer **(2)**.

In a cruel move, Robin sends Aximillion to hold up three of Stu's fighters, only to close the door behind him **(3)**!

Robin uses Voltagheist Transference to teleport Larsen van der Grauss to the port objective **(4)**.

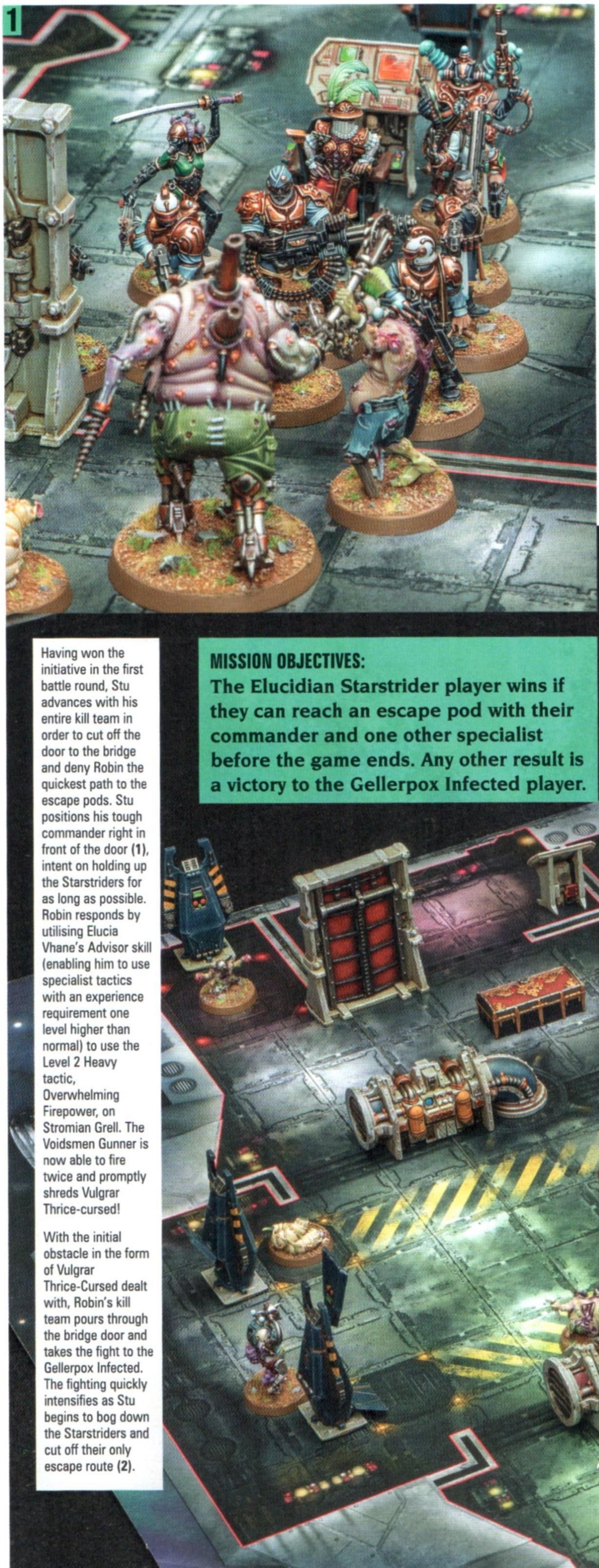
MISSION 2: ABANDON SHIP

Elucia Vhane gathered her crew on the bridge of the crippled shuttle, the *Truehawk*, and delivered her orders to make for the escape pods. But to one as binary as a Tech-Priest, this meant as swiftly and efficiently as possible. The Lectro-Maester promptly teleported to an escape pod in a flash of voltaic energy and jettisoned himself to safety. Hiding her fury at the Tech-Priest's selfishness behind her veil, Elucia Vhane opened the door from the bridge and led the charge. The twisted lord of the Gellerpox Infected loomed before them, but his cruel chuckling was replaced with an agonised roar when Stromian Grell strode forward, planted his feet and stitched a line of ballistic ruin across the giant mutant with his rotor cannon. As the bloodied form of Vulgrar Thrice-cursed crashed to the ground, the remaining mutants went berserk, relentlessly hurling themselves at the Starstriders. Gnasher-Screamer led the onslaught, hacking a Voidsmen clean in half with his monstrous cleaver. The Starstriders fought back hard, but many were still exhausted from driving back the initial attack of the mutants. Knosso Prond was an engine of destruction, cutting down a Gellerpox Mutant even as she felled a Glitchling with a well-placed needle from her dartmask. But as Gnasher-Screamer continued his rampage, the escape pods began to seem further and further away…



A RISKY GAMBLE

After much deliberation, Robin decided to use the Voltagheist Transference tactic on Larsen van der Grauss and teleport him to an escape pod. Though this may seem like an obvious move for Robin to make, doing so robbed his kill team of the 5+ invulnerable save offered to friendly models within 6" by the Lectro-Maester's Voltagheist Array ability.

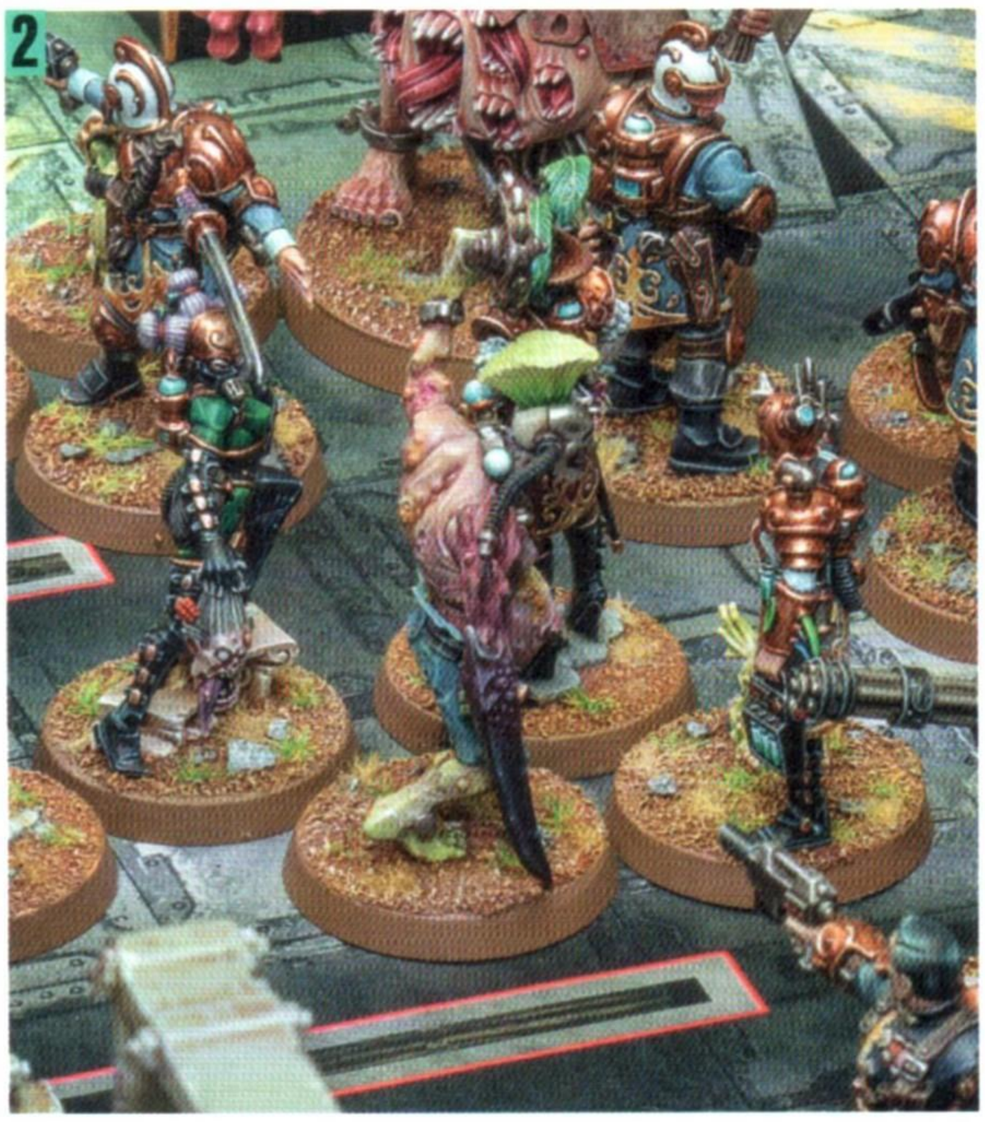


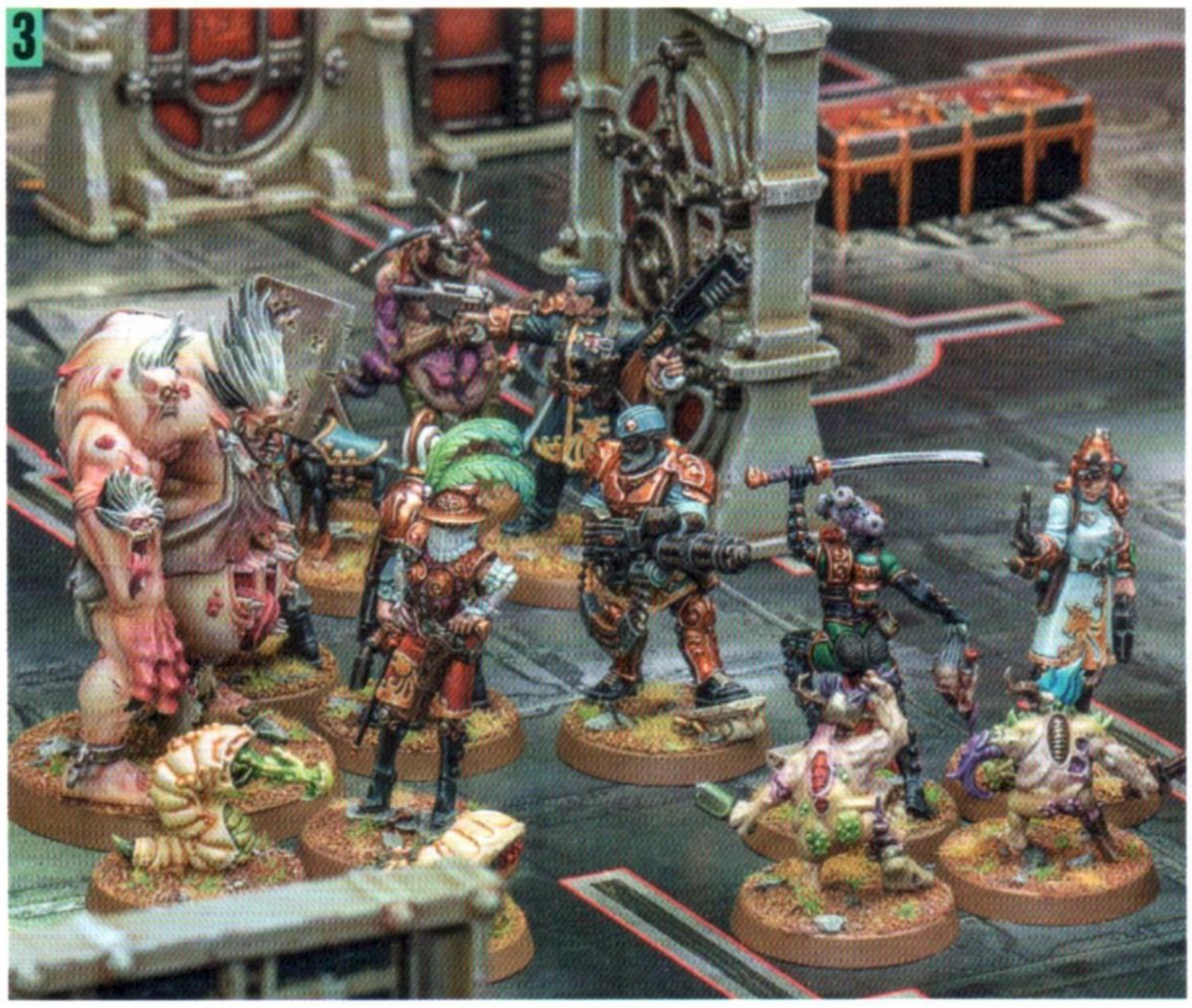
Having won the initiative in the first battle round, Stu advances with his entire kill team in order to cut off the door to the bridge and deny Robin the quickest path to the escape pods. Stu positions his tough commander right in front of the door **(1)**, intent on holding up the Starstriders for as long as possible. Robin responds by utilising Elucia Vhane's Advisor skill (enabling him to use specialist tactics with an experience requirement one level higher than normal) to use the Level 2 Heavy tactic, Overwhelming Firepower, on Stromian Grell. The Voidsmen Gunner is now able to fire twice and promptly shreds Vulgrar Thrice-cursed!

With the initial obstacle in the form of Vulgrar Thrice-Cursed dealt with, Robin's kill team pours through the bridge door and takes the fight to the Gellerpox Infected. The fighting quickly intensifies as Stu begins to bog down the Starstriders and cut off their only escape route **(2)**.

MISSION OBJECTIVES:

The Elucidian Starstrider player wins if they can reach an escape pod with their commander and one other specialist before the game ends. Any other result is a victory to the Gellerpox Infected player.





"What's that whirling noise you can hear, Vulgrar Thrice-Cursed? Bam-bam-bam-bam!" – Robin

The melee around the bridge door **(3)** is dominated by Gnasher-Screamer and Knosso Prond, who take down multiple enemies apiece, though not with bladework alone: the Death Cult Executioner casually disposes of a Glitchling with a dart from her mask, while Stromian Grell is taken out by Gnasher-Screamer's rancid stream of vomit (a tactic usable by any Nightmare Hulk). Despite Robin making regular use of Elucia Vhane's unique Multi-spectral Auspicator tactic (enabling him to re-roll hit rolls of 1 for friendly models within 6" of her), it is not enough to turn the tide. Time is quickly running out for the Rogue Trader to make her escape.

With his delaying tactics working well so far, Stu sends some of his fighters to secure control of the remaining three escape pods **(4)** and act as a last line of defence if needed.

MISSION OUTCOME:

Despite Robin securing an early escape with his Lectro-Maester, Stu managed to bog down the remaining Starstriders and even sacrificed his own commander to block them early on. Stu emerged the clear victor.

MISSION 3: RECOVER AND RESCUE

The escape pods of the Starstriders had crashed-landed through the roof of a Ministorum Shrine, but their mistress had yet to be found. They wasted no time in fanning out to discover her location. But the Starstriders had little time to search before the Vulgar Thrice-Cursed emerged from a nearby crypt entrance, his belly-furnace roaring. Aximillion followed his keen sense of smell and began sniffing around an unopened pod. Though the escape pod's internal locking systems had evidently jammed, the canid's presence triggered a proximity-activated back-up and the pod's hatch opened with a hiss of hydraulics. Freed at last, Elucia Vhane made haste towards the relieved Starstriders, though of the loyal Aximillion there was no sign. Moments later, the familiar hulking form of Gnasher-Screamer emerged from the vestry behind the Rogue Trader, the canid's bloodied form clamped in one of its belly-maws. But the Rogue Trader had little time to avenge her loyal companion – her first duty was to survive. Knosso Prond bravely leapt at the Thrice-Cursed and though her blade tasted blood, she proved no match for the Twisted Lord. The remaining Starstriders formed a defensive circle around their commander, gradually pulling back and giving fire to hold back the mutant tide.

TO THE VICTOR, THE SPOILS...

By this point in the campaign, the players had won one game each. Robin had chosen the Tactical Planner trait as his reward (meaning he would gain D3 command points at the start of the first battle round), while Stu chose the Twisted Brilliance trait, which would similarly earn him one additional command point at the start of the battle.

Robin wins the initiative in the first battle round and uses this unobstructed opportunity to spread his forces out and close in on the two escape pods, Aximillion leading the way. Stu moves his fighters through the cloisters, using his superiors numbers to gradually encircle Robin's kill team.

At the start of the second battle round, Stu uses the Delayed but Devious tactic to bring Vulgrar Thrice-Cursed into play from a crypt access point within Robin's deployment zone **(1)**. Robin wates no time in moving to counter this threat, charging Stu's fearsome commander with Knosso Prond **(2)** and augmenting her damage potential with the Killing Strikes tactic. Sadly for Robin, the Thrice-Cursed's Disgustingly Resilient ability thwarts all but one of the wounds suffered by the Twisted Lord, who then rubs salt into the wound by striking down the Death Cult Executioner.

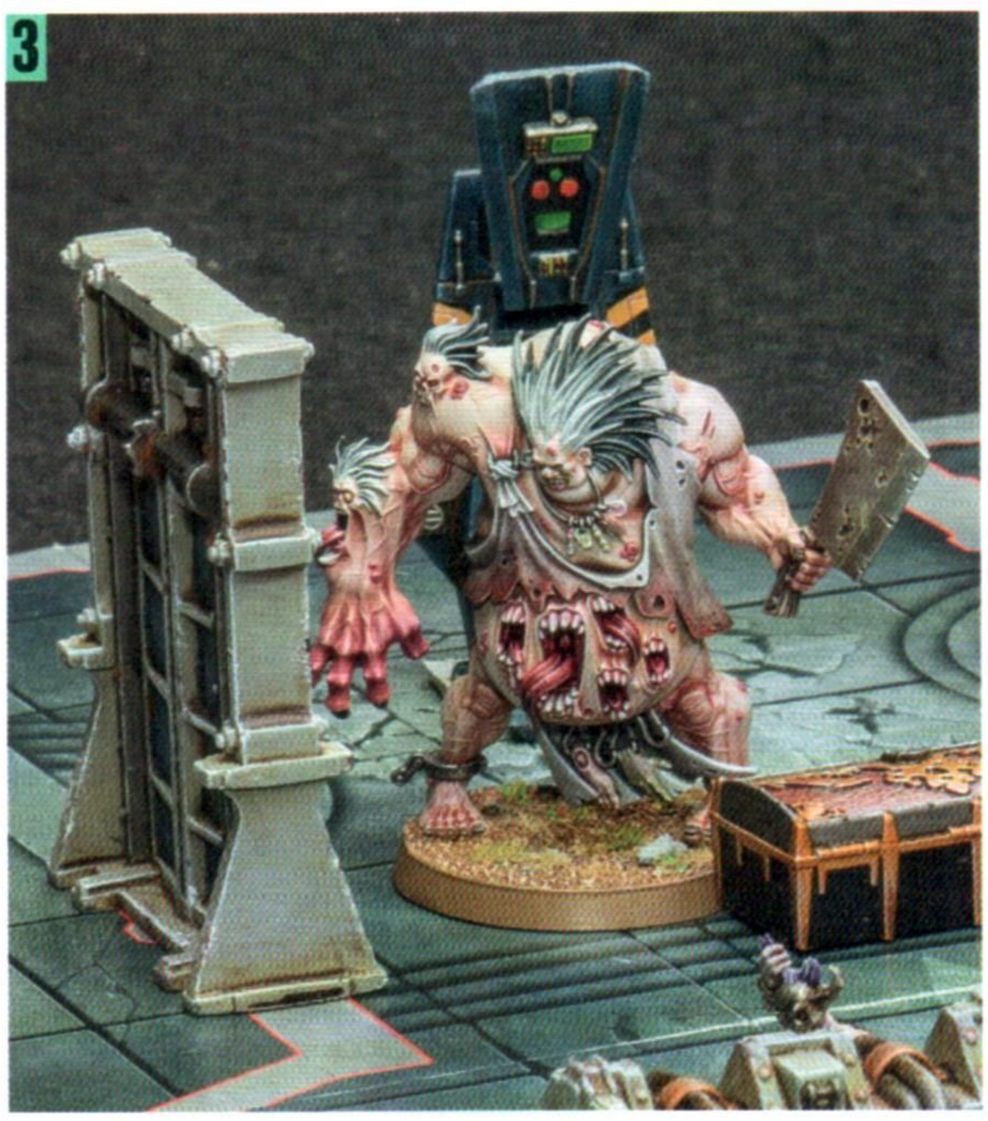
Stu rushes Gnasher-Screamer towards the escape pod Aximillion is heading for. The Nightmare Hulk opens the door just in time to see the Rogue Trader emerge but is too late to prevent it. Robin's cunning placement of Aximillion ensures that, even though Stu wins the initiative in the third battle round, he is unable to charge the Rogue Trader with Gnasher-Screamer. Robin swiftly makes his escape with Elucia Vhane, leaving his brave canid to face the full fury of the Nightmare Hulk. The outcome is all but inevitable **(3)**.

FREE AT LAST!

The Rogue Trader can be freed from her jammed escape pod if an Elucidian Starstrider model ends a normal move within 1" of an escape pod. Once freed, the Rogue Trader is set up within 1" of the escape pod but cannot move any further during that battle round. Robin advanced with Aximillion to ensure that the canid was in range to free Elucia Vhane in the second battle round. Stu moved Gnasher-Screamer to counter the move but was too late to prevent the Rogue Trader's escape.

"I'm running out of models able to open doors! My Sludge-grub will have to wait there and wish it had opposable thumbs."

Enraged by the Rogue Trader's escape, Gnasher-Screamer moves into the central nave **(4)** to join the attack on the Elucidian Starstriders. Robin pulls his forces back from the encroaching Gellerpox Infected, one of his Voidsmen shooting a Glitching dead with a well-placed lasgun shot as he does so. Thus far, Larsen van der Grauss had held three mutoid vermin in check behind a door, but the arrival of a Glitchling undoes his efforts. The Lectro-Maester shoots one of the charging critters dead and fends off the others, but Stu sends in Vulgar Thrice-Cursed to violently finish the job.



Robin wins the initiative in the fifth battle round and takes the opportunity to fall back towards his deployment zone while forming up a protective ring around the Rogue Trader to protect her from being charged by Stu's rampaging Nightmare Hulk and Twisted Lord. As if proving Robin's fear, Vulgrar Thrice-Cursed tears apart the Voidsman before he can flee.

Robin uses a tactic to activate Elucia Vhane's Digital Laser Regalia, which fells the Gellerpox Mutant blocking her path to the Starstriders' deployment zone.

Stu wins the initiative in the final battle round, but there is little he can do to stop Robin from achieving his objective. His best chance is to use the Rancid Vomit tactic on Gnasher-Screamer (enabling him to pick an enemy model within 6" and roll 3 dice, inflicting a mortal wound for each roll of 5+). Unfortunately for Stu, he fails all three rolls! Robin seeks immediate recompense for this sneaky trick, riddling Gnasher-Screamer with bullets from Stromian Grell's rotor cannon before Elucia Vhane finishes off the Nightmare Hulk with a well-placed shot from her heirloom pistol.

MISSION OUTCOME:

Having freed Elucia Vhane from her escape pod, Robin was able to form a protective circle of fighters around her before using them to gradually fight their way back into his deployment zone to secure victory.

BATTLE REPORT

MISSION 4: DEFIANCE OR DEATH

The Elucidian Starstriders had fended off the first wave of mutant attacks since their escape pods crash-landed in the abandoned Ministorum Shrine, but the Gellerpox Infected had also regrouped and now readied themselves for the final attack.

If they could protect their mistress one last time, the Elucidian Starstriders would stand a chance of finally escaping the waking nightmare they had been living through since the Gellerpox virus first infected the crew of the *New Dawn*. Standing in their midst, the defiant grace and poise of Rogue Trader Elucia Vhane gave encouragement to all present – that was until the Gellerpox Mutants burst into the large nave they were gathered in and began a horrifying new assault…

WINNER TAKES ALL!

Mission 4 also serves as the decider should the players end up with two victories apiece at the end of the campaign. With Robin on two victories compared to Stu's one, the pressure was very much on Stu to win this mission. Once again, Stu chose to leave his spare Nightmare Hulks out in favour of weight of numbers, but would this cost him?

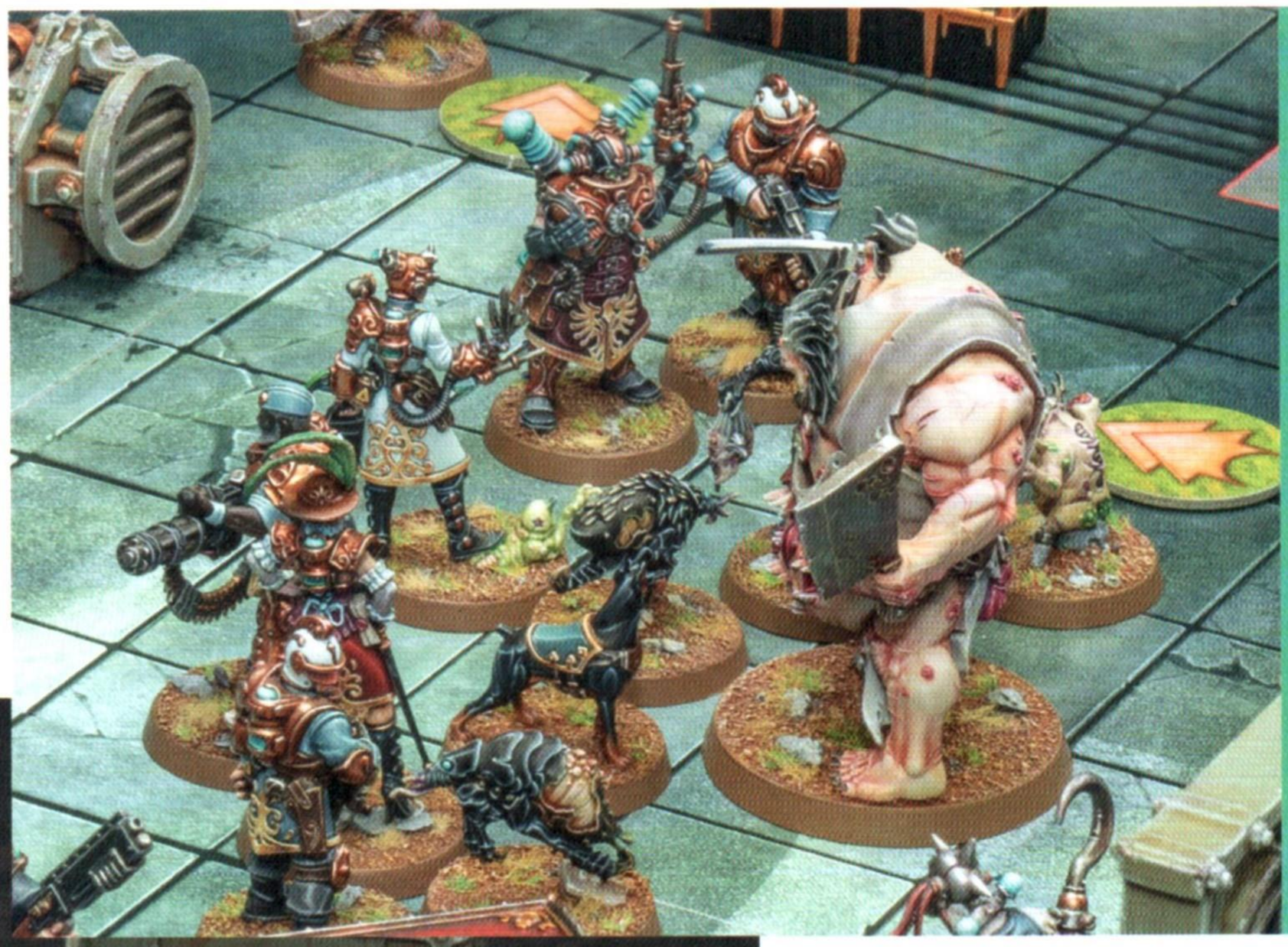
At the head of this ferocious attack was Gnasher-Screamer, who hurtled towards Aximillion waving his poisoned cleaver. Before the Nightmare Hulk's blade descended, it paused to wretch a spray of noxious vomit over the Rogue Trader. Elucia Vhane stifled a pained scream as her skin blistered at its touch, but she stoically remained standing. But the hulking mutant's momentary delay was all the opening Knosso Prond needed. Quick as a viper, the Death Cult Executioner ▶

MISSION OBJECTIVES:

The Elucidian Starstrider player wins if the Rogue Trader is alive and within their deployment zone (at the centre of the board) when the game ends. Any other result is a victory to the Gellerpox Infected player.

Stu opened the first battle round by charging with every fighter in range and advancing those too far away, determined to shut down Robin's formidable firepower as quickly as possible given the open space in the nave of the Ministorum Shrine. Of those that made the charge, Gnasher-Screamer is by far the biggest threat, forcing Robin to counter-charge with Knosso Prond in an attempt to deal with the Nightmare Hulk. But before the Death Cult Assassin can test her skills, Stu uses the Rancid Vomit tactic on Gnasher-Screamer to inflict two mortal wounds on Elucia Vhane. Robin's concerns for his commander's safety are soon assuaged when Knosso Prond takes the Nightmare Hulk out of action in a flurry of devastating blows.

Stu's casualties begin to mount, with a Cursemite being torn apart by Stromian Grell's overwatch fire and another two being taken out in combat against Aximillion and Elucia Vhane. To make matter worse, a Gellerpox Mutant is also blasted apart by the Lectro-Maester's voltaic pistol. Robin's killing spree finally comes to an end when Aximillion inflicts two wounds on a Gellerpox Mutant only for Stu to save one and reflect the other, killing the canid **(1)**!



KILLER OF GIANTS

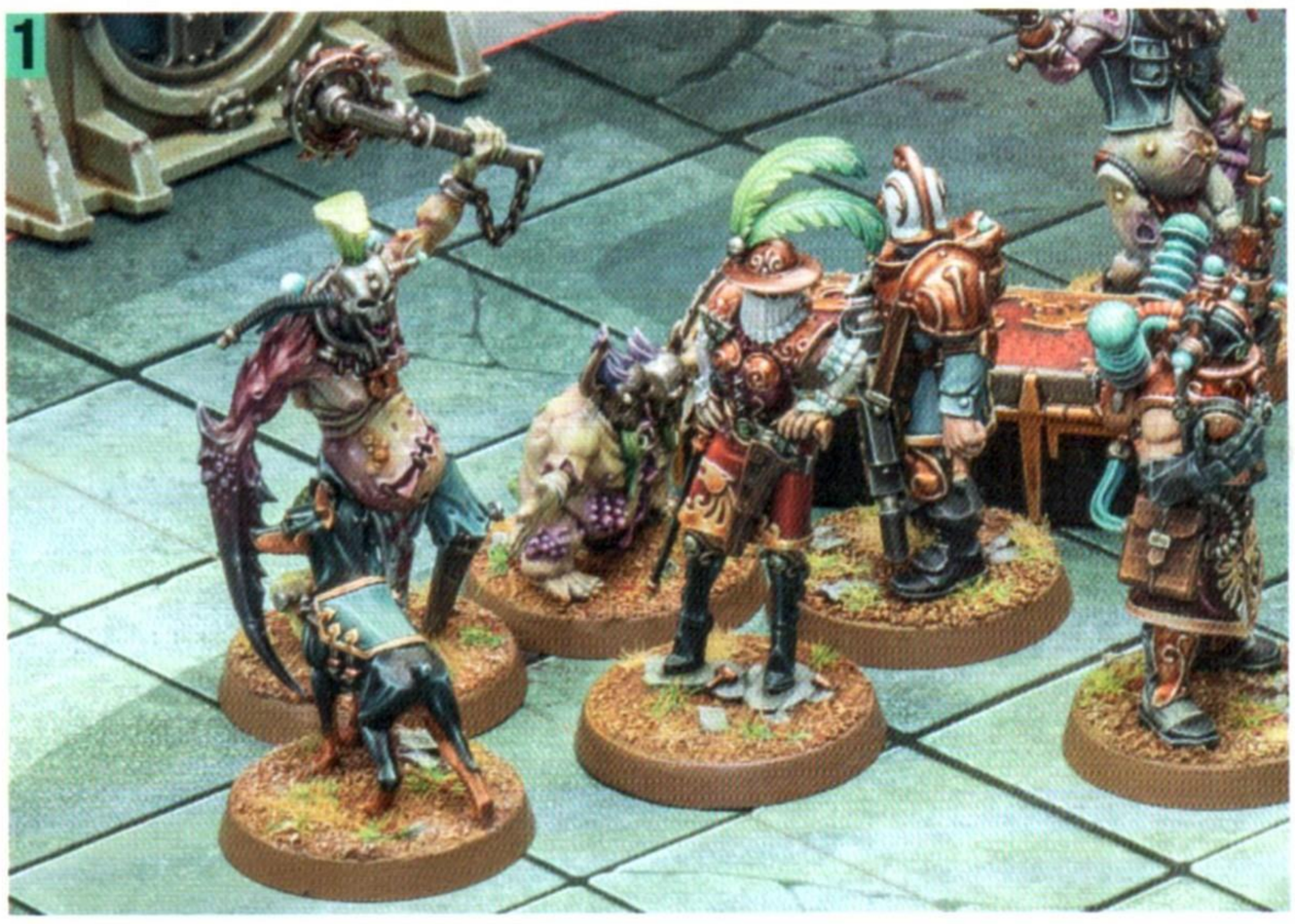
As his most capable melee fighter, Knosso Prond represented one of Robin's best options for countering Stu's largest and toughest models – namely Gnasher-Screamer and Vulgrar Thrice-Cursed. However, up to this point, Robin had achieved mixed success with the Death Cult Executioner, despite making regular use of her Killing Strikes tactic. But in this battle, Robin's continued faith in her was rewarded when she leapt into combat with Gnasher-Screamer to inflict a whopping 11 wounds on the Nightmare Hulk in a single murderous attack!

In the following battle round, Stu once again begins to suffer casualties. Enraged by the unexpected loss of her loyal canid, Elucia Vhane steps in to sever the neck of the Gellerpox Mutant with a blur, though she too suffers a wound in the act, reflected by the mutant's Gellercaust mask. Nearby, Knosso Prond takes out a Glitchling with a quicksilver flick of her power blade.

Not everything goes Robin's way, however. Sanistasia Minst suffers a flesh wound at the claws of a Glitchling and Vulgrar Thrice-Cursed badly injures Larsen van der Grauss with his belly-flamer.

With his Rogue Trader now badly wounded, Robin once again uses his trusty tactic of forming a protective circle of Elucidian Starstiders around their commander **(2)**.

"He's got two wounds left, so that means I need to pass at least three of these four Disgustingly Resilient rolls... There you go!" - Stu



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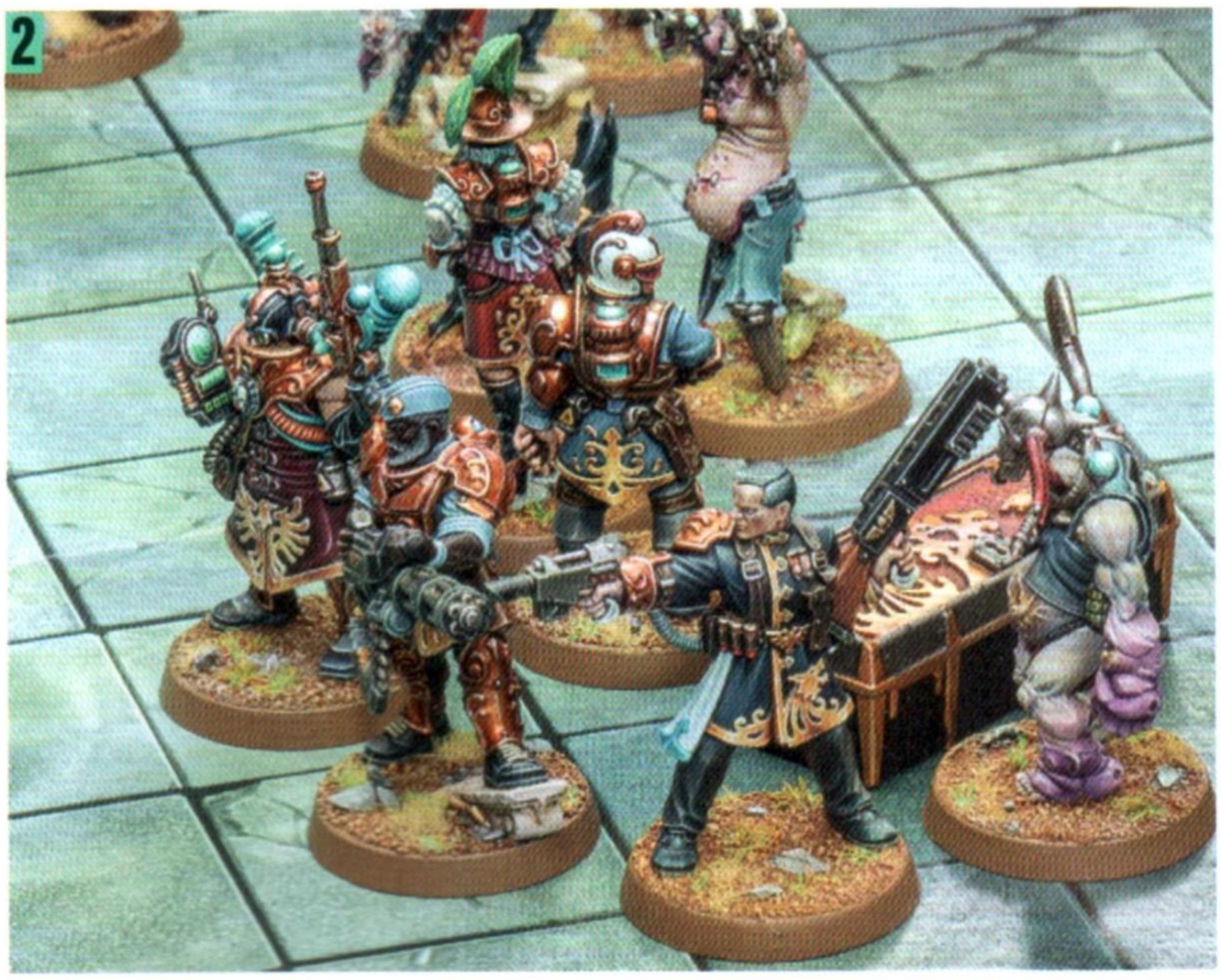

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BATTLE REPORT

MISSION OUTCOME:
Despite Stu's best efforts after suffering heavy casualties early on, Elucia Vhane yet lived (albeit with one Wound remaining!), standing defiantly within her deployment zone. Final victory belonged to Robin!

KILLZONE ENVIRONMENTS
Kill Team: Rogue Trader includes unique Killzone Environment rules for both the *Truehawk* and the Ministorum Shrine side of the gaming board included in the box. In the first mission, the Compromised Hull Integrity rule had even resulted in two of Stu's models being sucked into space! The environmental effects in missions 2 and 3 ended up having minimal impact on the games, but the Dust and Debris result in mission 4 greatly hampered Robin in particular by reducing the hit rolls of all shooting attacks by 1 during the game.

▶ swept beneath Gnasher-Screamer's blow before spinning and delivering a clinical strike to the foul creature's neck with her powered blade. The Elucidian Starstriders cheered as the Nightmare Hulk's head fell to the floor, followed by its enormous body moments later.

Inspired by Knosso Prond's murderous intervention, the Starstriders met the charge of the Gellerpox Infected with a devastating volley. Vulgar Thrice-Cursed roared in pain as Stromian Grell's rotor cannon tore great chunks from his flesh, even as a voltaic beam from the Lectro-Maester's archeotech pistol blasted apart a Gellerpox Mutant. As the mutant horde continued their attack, Gromian Strell gunned down a charging Cursemite and Aximillion tore another apart with his teeth. The canid then leapt at a Gellerpox Mutant but was struck down by the warp-cursed energies of its metal mask.

The fighting reached its climax when Vulgar Thrice-cursed tired of launching gouts of flame at the Starstriders and entered the fray. Yet by this stage, with his flesh already rent and torn, even the Twisted Lord could not turn the tide, and finally succumbed to a poisoned needle fired by Knosso Prond's mask. Elucia Vhane was safe!

By the start of the fourth battle round, Stu's kill team is broken by the sheer number of casualties it has suffered. This not only hampers the Gellerpox Infected by causing some of Stu's fighters to be shaken, but enables Robin to pull back where needed and form efficient firing lines to target any of Stu's kill team not yet committed to combat, Most notable of these is Vulgar Thrice-cursed **(1)**, who suffers enough wounds to kill him, though Stu passes just enough Disgustingly Resilient rolls to keep his commander alive. In the end, Robin charges the Twisted Lord with Knosso Prond **(2)**. Their initial fight is tied, but the assassin later fells her foe with a dart!

3-1 TO THE ELUCIDIAN STARSTRIDERS!

"I should've used more Nightmare Hulks in the last two missions rather than rely on my numbers." – Stu

"Games of Kill Team can swing so quickly – a single roll can change the dynamic of the game." – Robin

Stu: Well, that was fun! I found the Gellerpox Infected an interesting challenge to use. Not only do you have a wide choice of models to choose from (even the three varieties of mutoid vermin have different nuances that make them better at certain roles than others), but they have very few 'mid-range' fighters. They mostly consist of big powerful brutes and numerous critters. One thing I've learned over the course of this campaign is to never underestimate Glitchlings – they actually pack more of a punch and are harder to kill than you initially might think.

I should've used more Nightmare Hulks in the last two missions rather than rely on my numbers. It was useful to bog down Robin's forces in the close confines of the *Truehawk*, but by the time we were getting stuck into each other on the Ministorum Shrine board, the additional resilience and killing power offered by two or maybe all three Nightmare Hulks could've made all the difference. Next time, Cruddace!

Robin: That was a tense and exciting series of games. In some of the missions, either Stu or I gained an early advantage, but could never be too confident of victory until the very last minute. Games of Kill Team can swing so quickly – a single roll can change the dynamic of the game.

What I enjoyed most was probably the different challenges offered by the layout on the each sides of the game board. The missions on the *Truehawk* were especially claustrophobic, as the playing area is even smaller than board itself and the routes you choose to fight your way through the shuttle can make the difference between victory or defeat. Meanwhile, the missions set in the Ministorum Shrine were really hard-fought. As the defender, you almost immediately feel like you're being assailed from every angle. Despite the larger, more open central room, it felt like a constant struggle to keep the Rogue Trader in one piece. In fact, she spent most of the final game on one Wound, so Stu almost got me! **SG**

MODEL OF THE CAMPAIGN

Stu: My Gellerpox Mutants were probably my most reliable fighters. They were doubtless aided in this by the fact that they were all specialists, but they did well. Of the three, Pugglox was my favourite. Not only does he look cool with a giant axe, but he turned out to be quite good with a frag grenade too! And no, it wasn't Pugglox who was responsible for the hull breach on the *Truehawk*! His best moment was when I teleported him onto the bridge in the first mission using the Gellershift tactic, then blew up Stromian Grell with a grenade!

MODEL OF THE CAMPAIGN

Robin: Knosso Prond had some brief flares of brilliance, but then let herself down at other moments by acting as a bit of glass hammer and being taken out. On the other hand, Stromian Grell was easily my most reliable fighter, proving to be an essential asset in eliminating the largest of the Gellerpox Infected. He benefitted greatly from Elucia Vhane's Level 2 skill, Advisor, as it allowed me to make use of the Overwhelming Firepower tactic to fire twice with him – pretty useful when he's packing a Heavy 4, Damage 2 weapon!

MOMENTS OF THE CAMPAIGN

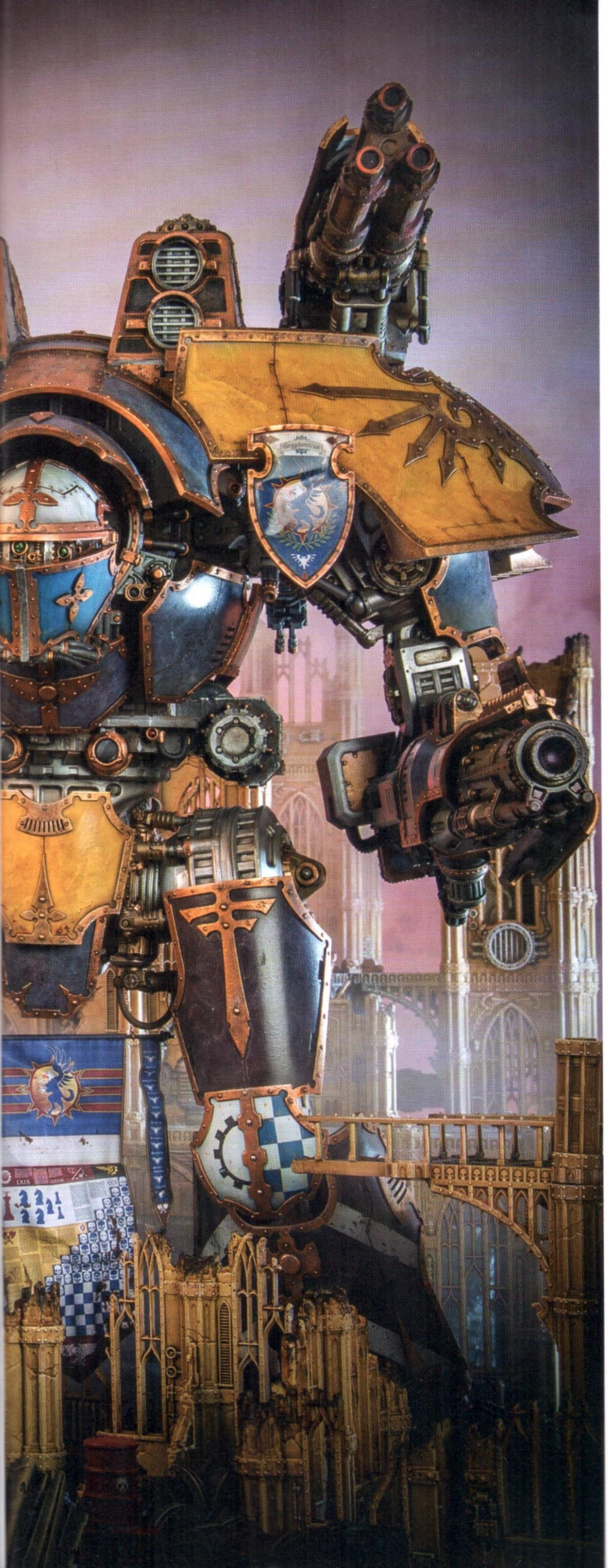
Stu: For me, it has to be during the first mission, when the frag grenade my Gellerpox Mutant threw when firing overwatch resulted in a hull breach. I know I lost a couple of my own models as a result, but it was still a funny moment and definitely a very cinematic one!

Robin: My favourite moment had to be in the second mission when Vulgar Thrice-Cursed wrenched open the door to the bridge only to be mercilessly gunned down by Stromian Grell's rotor cannon! To be fair, it cost me all my command points to pull off the right combination of tactics, but it was worth it!

THE ULTIMATE GUIDE TO...

THE TITAN LEGIONS

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we investigate the mighty Titan Legions to the thunderous tread of these God-Machines marching to war.



The Titans of the Adeptus Mechanicus are towering bipedal war machines that dwarf even the mighty Knight suits of the Questor Imperialis. They are without doubt the most powerful and destructive engines of war available to the Imperium. With weapon limbs the size of battle tanks, a single such God-Machine can annihilate an enemy army and lay waste to a city. When deployed as a maniple – or should need be dire enough, a full Legion – they are death incarnate, able to conquer an entire system or break a planetary invasion in a single apocalyptic engagement.

The creation of the Titans actually predates the birth of the Imperium. When the Tech-Priests re-established themselves on Mars in the aftermath of the Age of Strife, they built the first Titans to serve as the invincible backbone of the Cult Mechanicus. This military wing of the nascent Mechanicum was founded to fight a war that would finally reclaim Mars from the techno-savages known as the Cy-Carnivora that still dominated vast swathes of the Red Planet's

"This brief but terrible war gave rise to the first three Titan Legions – the Legios Ignatum, Tempestus and Mortis – known as the fabled Triad Ferrum Morgulus."

blasted wastes. Against such unstoppable machines of war, even the dread hunger-engines of the Cy-Carnivora stood no chance, and the victory of the Cult Mechanicus was inevitable. This brief but terrible war gave rise to the first three Titan Legions – the Legios Ignatum, Tempestus and Mortis – known as the fabled Triad Ferrum Morgulus. These legendary Titan Orders would later become the template on which all other Legios of the newly formed Collegia Titanica would be created.

Yet Mars was not the only planet to rise from the ashes of Old Night. Upon Ancient Terra, a being of unrivalled power had emerged and launched a crusade to unify or conquer the myriad warring tribes. The Emperor's arrival on Mars in the aftermath of his Wars of Unification would prove to be a pivotal moment in the history of both the Mechanicum and the budding Imperium. Many of the Tech-Priests that gathered to meet the Emperor saw the golden being that stood before them as none other than the living manifestation of the Omnissiah himself – the Machine-God – and immediately swore him fealty. Yet others were not so easily swayed and resented this apparent blasphemy. For the time being, most ▶

THE ULTIMATE GUIDE TO...

TITAN IDENTIFICATION

There are two main categories of Titan – Battle and Scout – of which three classes are by far the most common: The Warlord and Reaver classes of Battle Titan and the Warhound Scout Titan. All Titans bear two primary weapon arms, though Battle Titans also bear carapace-mounted weapon systems (one in the case of the Reaver class while the Warlord class features two). There are also numerous patterns of each Titan class, with various forge worlds having carefully tweaked or otherwise modified the original Mars-pattern designs first bestowed on them to better suit the needs or the unique environment of these forge worlds. But regardless of their design patterns, Titans are always identifiable by class due to their iconic silhouettes.

Argent Monarch, Mars-pattern Warlord Battle Titan of Legio Gryphonicus. Armed with power claw, sunfury-pattern plasma annihilator and two apocalypse missile launchers.

PSI-TITANS

Long-suppressed Imperial records reveal accounts of a more obscure pattern of Warlord-class Titan known as a Psi-Titan. The secretive Ordo Sinister were known to have made use of such engines during the Space Wolves' invasion of Prospero, though their purpose there remains unclear. What little is known is that, instead of a Princeps and crew, a Psi-Titan utilises a psychic amplification matrix called a Ciricrux Anima to enable a powerful psyker to command the God-Machine from within. So is the engine's deadly weaponry augmented further by the psychic might of its pilot.

▶ of those that doubted the Emperor's machine divinity held their peace and the Mechanicum threw the full weight of the Red Planet's technological expertise and military might behind the Emperor's plans for the Great Crusade. So did Terra and Mars set out across the stars as one to reconquer the galaxy and reunite Mankind's lost peoples, the Emperor's Legiones Astartes and the Mechanicum's Titan Orders ever at the fore and proving all but unstoppable.

"Many of these worlds would be developed by the Mechanicum into forge worlds – autonomous machine-domains united by their veneration of the Omnissiah."

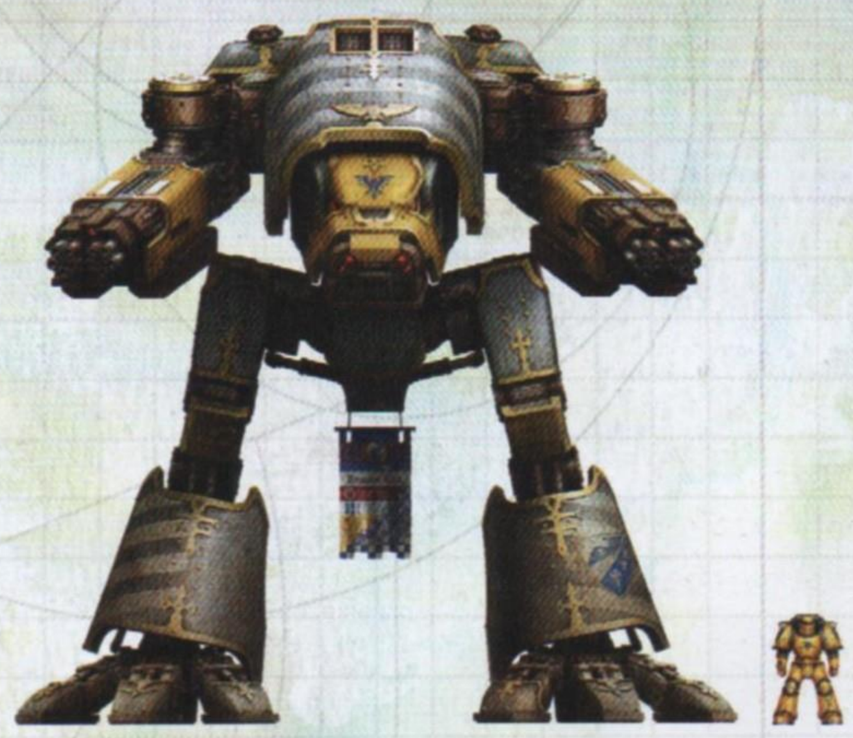
The Great Crusade heralded an era of unrivalled expansion as thousands upon thousands of worlds were rediscovered and – whether through negotiation, liberation or conquest – brought under the aegis of the Imperium. Of the many planets they encountered, those that most interested the Tech-Priests of the Mechanicum were those that bore the greatest technological legacies of the Dark Age of Technology. Most priceless of all were those worlds that still possessed working Standard Template Constructs (STCs) – marvels of technology that contained the blueprints for archeotech devices and machinery that could be endlessly adapted or replicated. Many of these worlds would be developed by the Mechanicum into forge worlds – autonomous machine-domains united by their veneration of the Omnissiah. Though each forge world formally remained sovereign, all swore oaths of fealty to Mars in return for access to the Mechanicum's vast wealth of knowledge and – most telling of all – the means to create their own Titan Legions to serve as their guardians.

The Great Crusade saw the rise of many such forge worlds, and many of its expedition fleets were soon strengthened by the formidable firepower of battle groups hailing from newly established Titan Legions. At the height of the Great Crusade, many dozens of Titan Legions marched within its ranks. Yet it was also at the peak of the Great Crusade when humanity would once more tear itself apart in internecine conflict after the Warmaster Horus led a rebellion against the Emperor along with fully half of the Primarchs. In concert with the traitor Warmaster, Kelbor-Hal – pre-eminent magos of the Cult Mechanicus and Fabricator-General of Mars – overthrew those loyal to the Emperor on the Red Planet, leading many of the Titan Legions to join in his betrayal…

EMPEROR-CLASS TITANS

The largest and most powerful Titans are the Imperator and Warmonger patterns of the aptly-named Emperor class. So mighty are these God-Machines that a single such Titan is capable of defeating a maniple of enemy Battle Titans on its own. They are armed with the most devastating land-based weaponry in the Imperium and are protected by no less than 12 layers of void shielding. Each of their armoured bastion legs carries an entire phalanx of Skitarii soldiers to war.

Aeterno Rex, Reaver Battle Titan of Legio Gryphonicus. Armed with laser blaster, melta cannon and apocalypse missile launcher.



Venator Lux, Warhound Scout Titan of Legio Gryphonicus. Armed with two vulcan mega bolters.

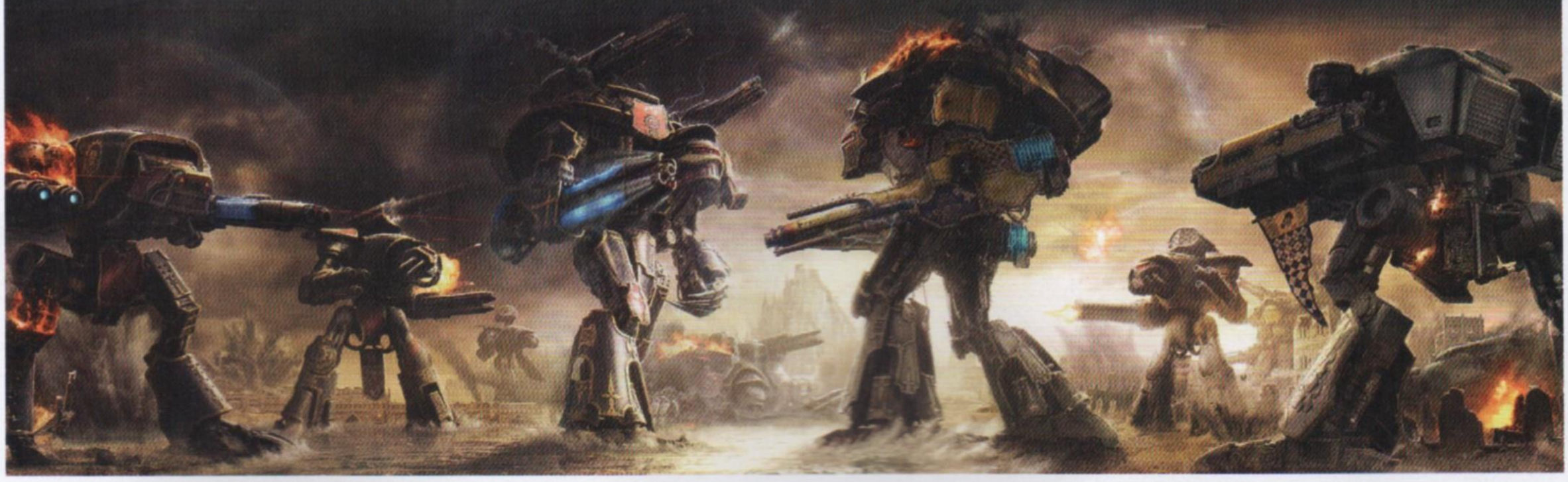
CHAOS TITANS

The first recorded appearances of what would later become known as Chaos Titans happened during the Siege of Terra. The Titans of Legio Mortis had been warped and twisted by Nurgle's blessings and were now all but unrecognisable. Great tentacles of flesh and metal sprouted from weapon arms and their adamantium armour had become pockmarked and buboed. Even worse, the faces of many had transformed into leering daemons. Yet the corruption of Legio Mortis was far from a unique case and many other Chaos Titans have been encountered since the Horus Heresy.

THE HORUS HERESY

Trusting in his favoured son Horus Lupercal to continue his vision for the Great Crusade, the Emperor named him Warmaster at the Triumph of Ullanor and retired to Terra. The unrivalled power bestowed on Horus made his treachery all the more egregious, for not only did many of his Primarch brothers side with him, but so too did many of the Titan Legions that fought alongside the expeditionary fleets they commanded. The war that followed was the most bloody and terrible in Mankind's long history. It would be remembered as the Horus Heresy. The bitter fighting saw humanity's greatest heroes and mightiest war machines unleashing their fury against those that they had once fought alongside as Primarch fought Primarch, Space Marine fought Space Marine and Titan fought Titan.

Even the revered Triad Ferrum Morgulus on Mars were not immune to the civil war tearing the Imperium apart. At the command of the Fabricator-General Kelbor-Hal, traitor Mechanicum forces led an open insurrection on the Red Planet in what became known as the Schism of Mars. Treacherous Legio Mortis forces led by the Imperator-pattern Titan *Aquila Ignis* took cruel delight in destroying all of the Titans that their old rivals, the Legio Tempestus, still had stationed there. But loyalist and traitor Titans would also clash in countless other war zones across the galaxy, from the dropsite massacre at Isstvan V that was the first great blow struck by Horus against the Legiones Astartes loyal to the Emperor to the devastation of Tallarn, Molech and Calth, the two ferocious battles of Paramar and many more besides.



THE ULTIMATE GUIDE TO...

CARNIFICOR NOCTIS READIES FOR WAR

1 The Warlord's carapace-mounted apocalypse missile launchers are fully loaded, their payloads of heavy ordnance ready to be unleashed on the foes of the Omnissiah.

2 A Titan's arming and maintenance bay features a network of cranes, whinches and pulleys with which to lift spare parts, armour cladding and munitions into position.

3 A Titan's myriad exhaust vents can become soiled or even clogged with soot and other battlefield debris. They must be cleansed with sacred oils and unguents.

4 The large tilting plate on the Titan's right shoulder displays the High Gothic name and personal heraldry of Carnificor Noctis on the Legio's field of deep red.

5 The left-hand tilting plate repeats the Titan's name beneath its Order's symbol – that of the Imperial Hunters Legion (Low Gothic) or the Legio Solaria (High Gothic).

6 The Titan's Princeps and quadrumvirate of Moderati await the call to battle from their stations aboard the God-Machine's head and body, when Carnificor Noctis will march to war.

7 Archmagos Dominus Belisarius Cawl observes the readying of Carnificor Noctis for war from atop an anti-grav viewing platform. All present await his judgment…

8 Carnificor Noctis's right weapon arm is a sunfury-pattern plasma annihilator, a fearsome weapon that obliterates its targets with searing blasts of super-heated plasma energy.

9 So ancient and revered are Titan-grade plasma weapons that a team of specialist Tech-Priests has been assembled to maintain and ensure that it is safe and ready to use.

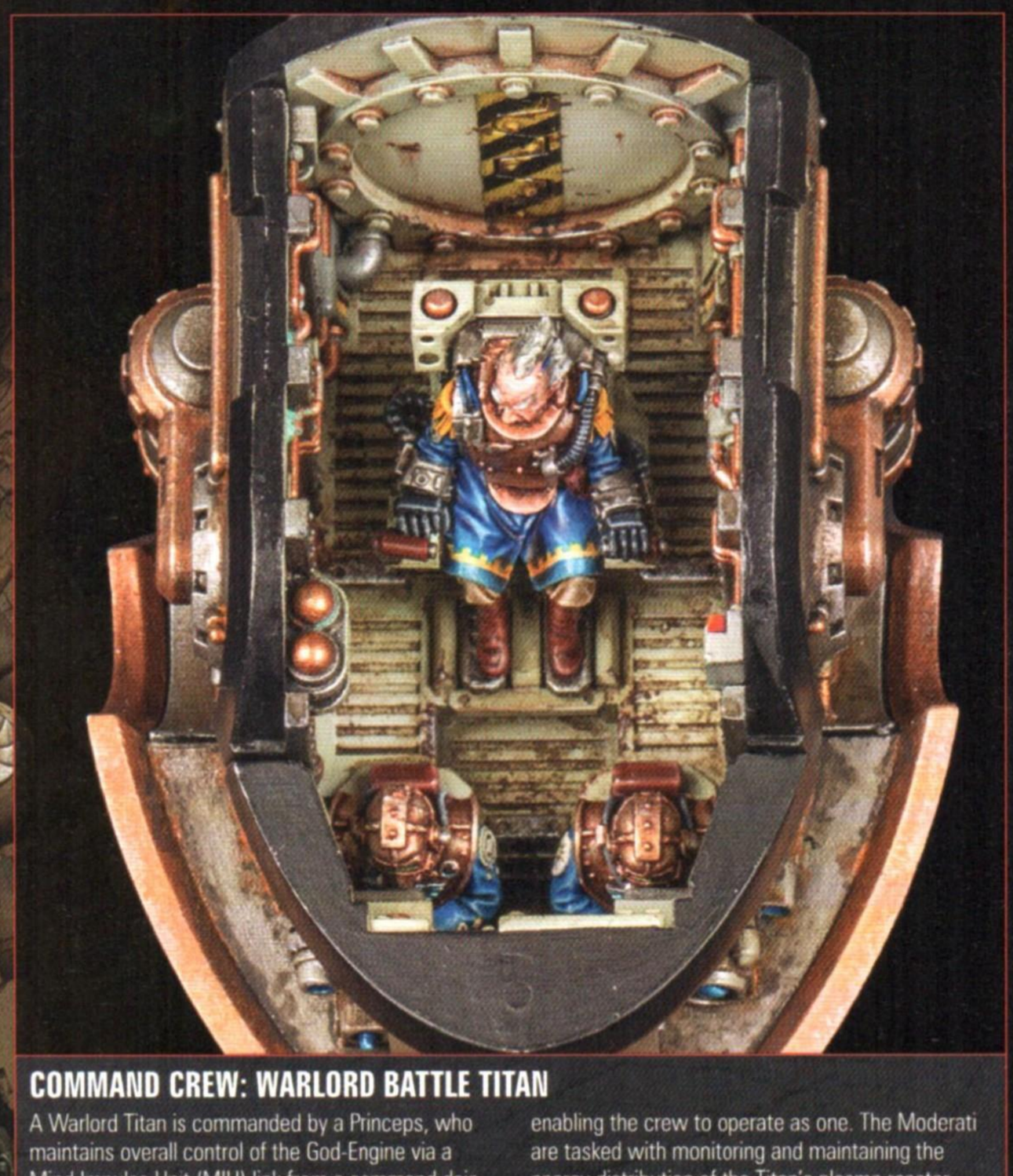
10 The Titan's left arm culminates in a vast powered gauntlet. It was with this weapon that it ripped the head off the Gargant Gutbusta of Gork and in doing so routed an Ork horde.

11 Vast promethium pumps are used to refuel some of the Titan's lesser systems as well as provide fuel for the many support machines that are required to service the God-Machine.

12 The banner hanging between the legs of Carnificor Noctis displays the Titan's name and the heraldry of the Legio Solaria. Each skull denotes a Titan or super-heavy kill marking.

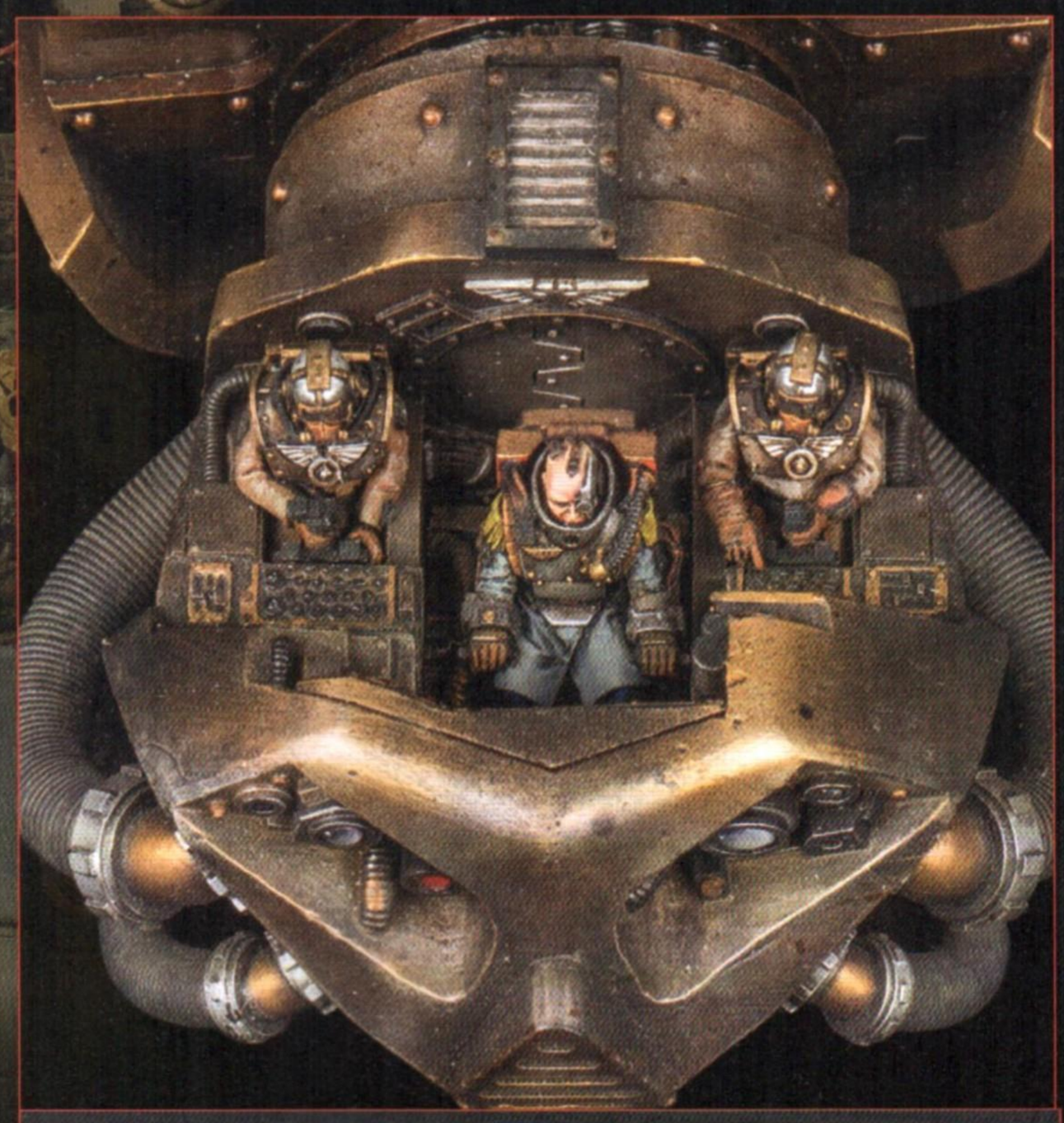
13 The Tech-Priest Dominus charged with the restoration and maintenance of Carnificor Noctis stands in abject veneration of the mighty God-Machine he has the privilege to attend.

14 Warlord-class Titans are so large that they require a variety of different specialist vehicles and machines to assist in their maintenance, such as this crawler unit.



COMMAND CREW: WARLORD BATTLE TITAN

A Warlord Titan is commanded by a Princeps, who maintains overall control of the God-Engine via a Mind Impulse Unit (MIU) link from a command dais mounted in the Titan's head. The other four members of a Warlord's crew are known as the Moderati, who are mind-linked to the Princeps, enabling the crew to operate as one. The Moderati are tasked with monitoring and maintaining the energy distribution of the Titan's plasma reactor, tracking and processing targeting information from the God-Machine's sensorium suite, firing the weapons and steering the Titan.



COMMAND CREW: REAVER BATTLE TITAN

The Reaver Battle Titan has less weapon systems and void shields as well as being slightly smaller than the Warlord class, enabling it to be operated by a smaller crew of two Moderati. Reaver Titans are similarly commanded by a Princeps, who maintains a constant mental link to his crew via his command throne's MIU, though they are also supported by Servitors that have been surgically grafted into place and are mind-slaved to the will of the Princeps. As with all Titans, the command crew are situated in their God-Machine's head, making it an especially critical location to protect.

HOLY AVATARS OF WAR

Each Titan is a masterpiece of ancient technology. Even though the means exist to replicate their design, the true understanding behind their creation has long since been lost. Indeed, the largest and oldest Titans are held to contain a spark of the Machine-God's divinity, the antiquity and unfathomable technical complexity of their construction investing in them a holiness beyond any other engines of war. It is for this reason among others that the Titans themselves are often referred to as God-Machines. To the Tech-Priests of the Cult Mechanicus, there is no higher calling than to serve aboard or maintain such a war machine, for a Titan is a living altar to the Omnissiah and every act in its service is itself a worshipful veneration to the Machine-God.

Titans are reverently maintained by large teams of Tech-Priests, adepts and servitors that toil ceaselessly to ensure that their holy charge is in peak condition and ready for battle. To one that venerates the Omnissiah, to be entrusted with such a sacred duty is a life's privilege.

> **"Titans are clad in thick adamantium armour and ceramite plating, rendering them all but impervious to even the heaviest incoming fire."**

Unlike Imperial Knights, which can be controlled by a single skilled pilot, such is a Titan's sheer size and the complexity of its intricate internal mechanisms that it requires an experienced Princeps and an entire team of highly trained Tech-Priest personnel to operate.

The titanic God-Machines are divine within the creed of the Cult Mechanicus, which ensures that the deeds of a Titan and its Princeps are often commemorated with battle honours, campaign badges and kill markings. For the most part, these are proudly displayed on large banners that hang between each Titan's legs in the manner of a tabard. Many Titans also bear tilting plates on their shoulders, displaying the God-Machine's allegiance, the crest of the Legio from which it hails or other such heraldic devices.

Titans bear some of the most formidable weapon systems ever conceived or recovered from STC technology by the tech-adepts of Mars. Volcano cannons can punch a hole through even the largest xenos bio-construct with searing energy beams while the upscaled gatling cannons that are vulcan mega bolters can shred entire infantry formations with a single punishing salvo. So ▶

THE ULTIMATE GUIDE TO...

WEAPON SYSTEMS OF THE WARLORD BATTLE TITAN

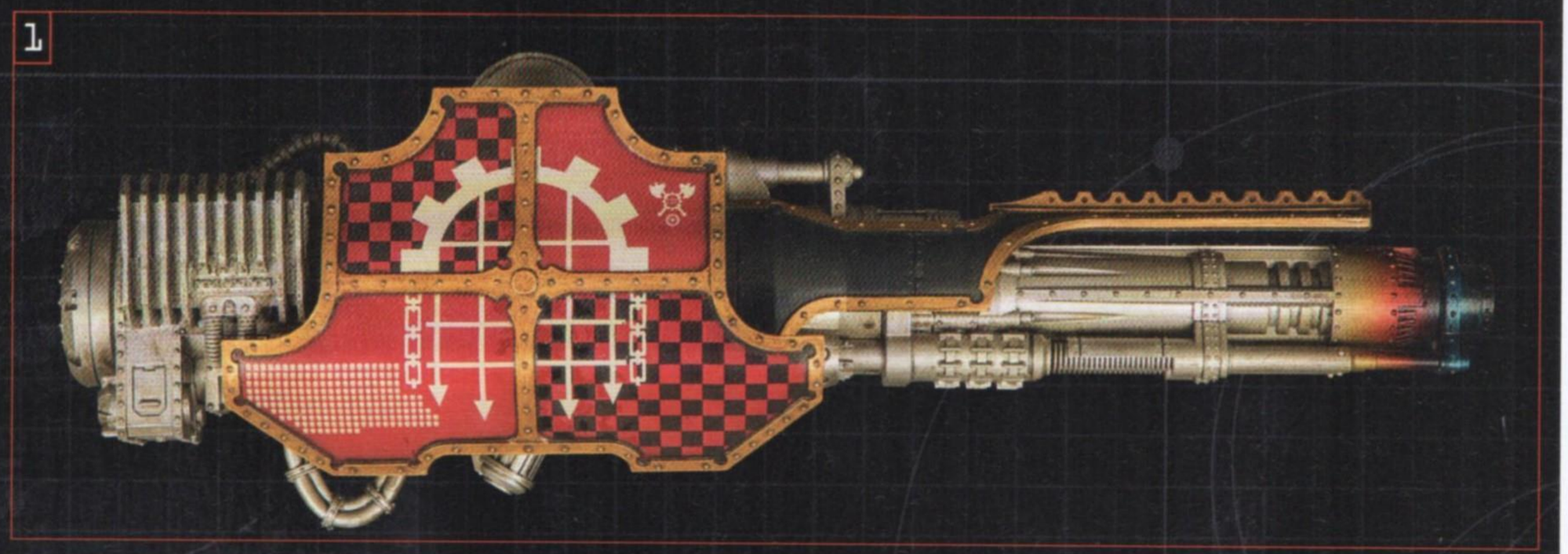
1 Volcano cannon. A Titan-grade heavy laser cannon designed for the singular annihilation of an alpha threat such as an enemy super-heavy or Titan-size target. It delivers a destructive beam of energy so potent that only the lance batteries of an Imperial starship can boast greater killing power.

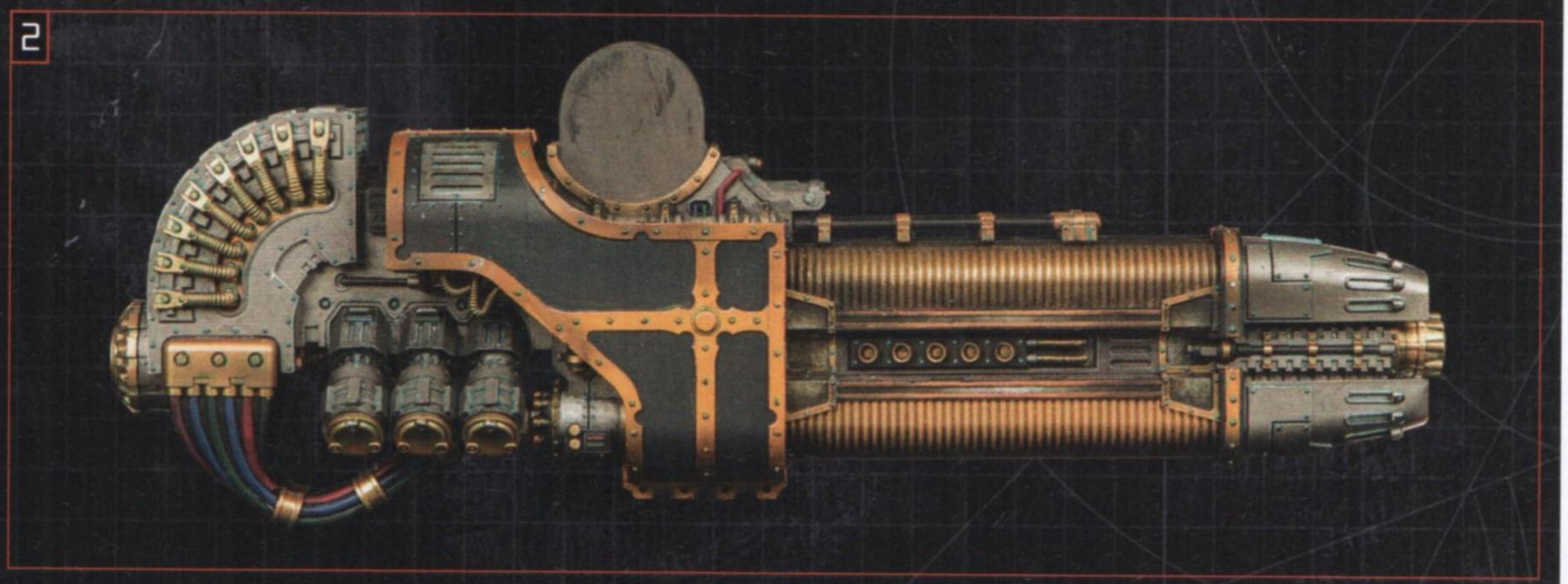
2 Sunfury-pattern plasma annihilator. A Warlord-grade version of the Emperor-class weapon of the same name. Its molten fury can devastate an enemy formation in a single deadly burst.

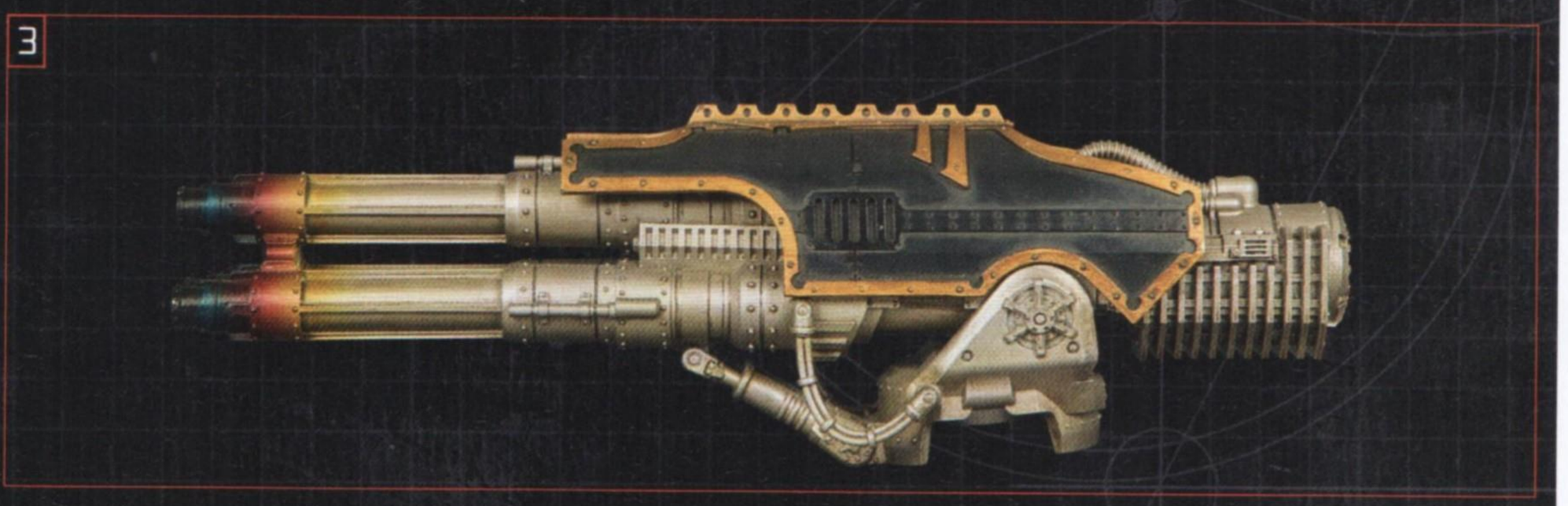
3 Laser blaster. A triple-barrelled, high-yield laser cannon more suited to engaging multiple mid-sized targets than a volcano cannon.

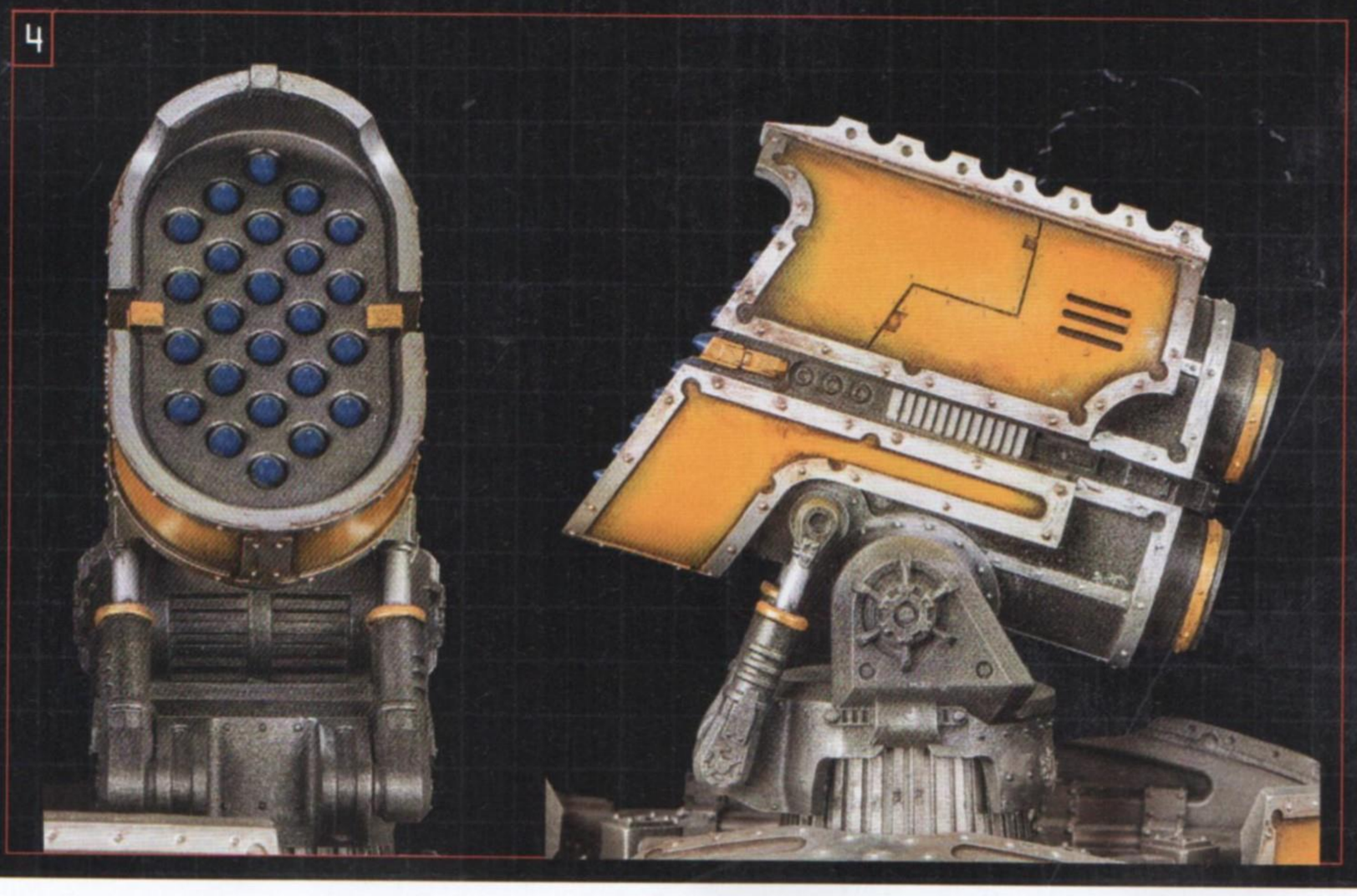
4 Apocalypse missile launcher. A favoured carapace-mounted weapon for Battle Titans, it combines the firepower of an artillery company with the protection offered by the God-Machine on which it is mounted.

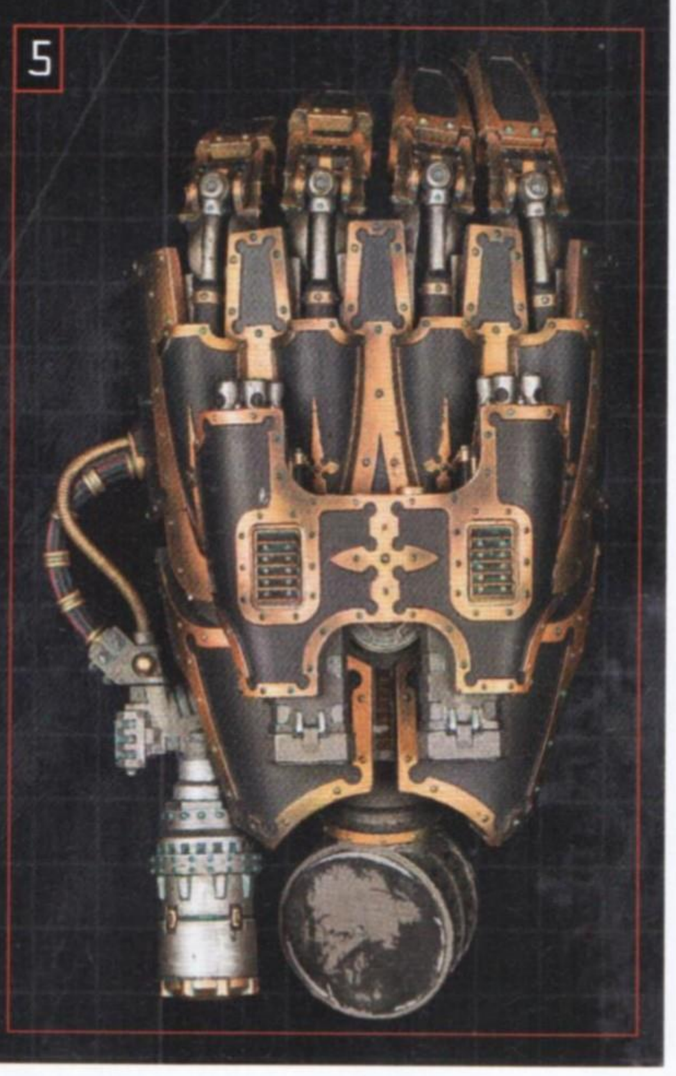
5 Power fist. A dedicated melee weapon that enables Battle Titans to tear apart even the largest enemy targets in close-quarters combat.











TITAN LEGIONS NAMES

Titan Legions bear two names – one in High Gothic (e.g. Legio Mortis), the hieratic language of Adepts and scholars, and one in Low Gothic (Death Heads), the common language used across the Imperium.

Ikarial – Legio Ignatum (Fire Wasps)

Havoc – Legio Krytus (God Breakers)

Lyakarri – Legio Fureans (Tiger Eyes)

Cadavaris Perdita – Legio Mortis (Death Heads)

Septum Caelestis Ues – Legio Xestobiax (Iron Vigil)

Paladin Argentus – Legio Gryphonicus (War Griffons)

Mochatus – Legio Suturvora (Fire Masters)

Praetorian – Legio Astorum (Warp Runners)

Odrysian – Legio Tempestus (Stormlords)

Gyrfalcon – Legio Praesagius (True Messengers)

Astramos Mortis Æternem – Legio Crucius (Warmongers)

Red Naga – Legio Atarus (Firebrands)

▶ powerful is each such weapon that even the super-heavy tanks of the Astra Militarum can mount but one of them as its primary turret weapon. Some Titans even bear enormous melee weapons such as powered gauntlets with which they can crush an armoured vehicle or tear apart even the largest target.

Titans are clad in thick adamantium armour and ceramite plating, rendering them all but impervious to even the heaviest incoming fire. Yet before the guns of its enemies can even test a Titan's armoured hull, they must first breach its layered void shielding. Titans are protected by multiple tiers of flickering energy fields that surround them like an invisible bubble, each layer designed to deflect incoming fire. Warhound Titans traditionally have two layers of void shielding, Reavers have four and Warlords are protected by no less that six layers. Should the outermost void shield absorb too much energy, it will temporarily short out while power is restored, forcing the layer below to take up the strain. As a result of this ingenious defensive measure, only the most sustained bombardment can hope to overwhelm a Titan's shielding – let alone inflict any lasting damage – before the energy fields flare into life once more.

To quell the voracious power requirement of its mighty weaponry, drive systems and void shield generators, each Titan houses a vast plasma reactor at its heart. However, a reactor's power output must be carefully managed by its Moderati lest it go critical and obliterate the Titan along with everything nearby. But such is the volatility of Titan plasma reactors that, when a God-Machine falls in battle, an explosive demise is all but inevitable – a fitting funeral pyre to mourn the death of a god of war. **SG**

ORGANISATION

Titan Legions are incredibly flexible in their structure, for their numbers can vary from dozens to over a hundred Titans. They are ruled by a Grand Master, who can arrange the forces at their disposal into maniples – teams of up to five Titans from the one or more different classes that fight as a single formation – or as even larger battle groups of God-Machines.

BATTLES IN MIDDLE-EARTH

Last month, we (and, we're sure, many of you) returned to Middle-earth with the release of a new edition of the Middle-earth Strategy Battle Game. This month the Middle-earth Team's Jay Clare offers some great ideas about the various different ways you can play.

The new edition of the Middle-earth Strategy Battle Game has finally landed, and with it comes a brand-new boxed game focussing on the armies and events of the iconic The Battle of Pelennor Fields.

The Battle of Pelennor Fields boxed game contains everything you need to start your journey into Middle-earth, including the rules manual, dice, measurers, a quick start guide and tokens. It also contains two beginning armies representing the hordes of Mordor that sought to bring ruin to the world of Men, and the valiant Riders of Rohan and Army of the Dead who fought to defend the White City at all costs.

The release of the new edition and boxed game has seen an influx of both new and returning players alike, and the most common question that gets asked after they have mastered the contents of The Battle of Pelennor Fields is "Where do we go next?"

Well, the obvious next step is to pick up your copy of the Armies of The Lord of the Rings supplement if you haven't already. This whopping 240-page tome is undoubtedly the best way to continue your thrilling journey into Middle-earth. Within its pages you will find all of the profiles for the various heroes, villains and warriors that defined *The Lord of the Rings* books and movies, all collated into a series of army lists ideal for helping you organise your collections.

There is also a selection of 11 narratively driven scenarios that allow players to recreate some of their favourite scenes, or perhaps rewrite history, using their own collections.

"There are three main ways to play the Strategy Battle Game: narrative play, open play and matched play, each with their own differing styles of playing games in Middle-earth."

There are three main ways to play the Strategy Battle Game: narrative play, open play and matched play, each with their own differing styles of playing games in Middle-earth. Over the next few pages we are going to have a look at each of these in more detail with some examples of how to get the most from them, and hopefully this will give you a few ideas for where to go next. ▶

JAY CLARE
The Middle-earth team's rules writer; Jay has been frantically working away on the new edition of the Strategy Battle Game for the past year or so, looking at every detail of the game and each profile to see where any improvements to the game can be made.

Not all scenarios are huge battles between massive armies, some are small skirmishes between just a few models.

Here Azog and his Warg Riders have come face-to-face with Thorin Oakenshield and the Great Eagles of the Misty Mountains.

HOW TO WIN

In Narrative play games, the objective is not usually about simply killing your opponent's forces – far from it. In fact, many scenarios will have completely different objectives for each side. One force may be trying to claim key areas while the other simply tries to stay alive.

In the fight against the Balrog, the forces of Evil are trying to slay as many members of the Fellowship as possible, whilst Frodo and his companions simply have to escape off the board in order to claim victory for the forces of Good!

NARRATIVE PAY

Narrative Play is, at its core, the very essence of what the Strategy Battle Game is all about; faithfully recreating the scenes depicted both on screen or within the pages of the novels.

There are few things more satisfying than playing through your favourite moments from *The Lord of the Rings* or *The Hobbit* with your friends over a nice cup of tea and a seed cake – and this is exactly where narrative play excels.

Perhaps you want to re-fight the battle in Balin's Tomb where the Fellowship strive to fend off the oncoming horde of Moria Goblins, or you may enjoy playing through Thorin Oakenshield's journey to reclaim Erebor.

Each narrative play scenario will have its own list of participants detailing which models you will need to recreate the scene, as well as guidelines for how to deploy your models in order to mimic the start of the battle and the objectives both sides are trying to accomplish. However, the main part of these narrative play scenarios are the special rules. These can be anything that adds to the scenario to make it even closer to the events that it is replicating.

AMBUSH AT AMON HEN

In this scenario, the Good player is trying to have Frodo escape the board via the boats, just like in the film, all whilst the scouting Uruk-hai are trying to capture him, or the other Hobbits, and carry them to Isengard.

AMBUSH AT AMON HEN

In the Ambush at Amon Hen scenario, the Fellowship start the game dotted all over the board, just like the film. Frodo starts by Aragorn, Legolas and Gimli must fight their way to his side, Boromir must defend Merry and Pippin from the Uruk-hai – all whilst Sam tries to reach Frodo. This makes for a unique game where you feel as if you are playing through the scene from the film.

Whilst Boromir tries in vain to keep Merry and Pippin safe from the clutches of the scouting Uruk-hai, Aragorn makes haste to his countryman's side in an attempt to prevent Lurtz from delivering the final death blow.

One thing to bear in mind for these narrative play scenarios is that they focus primarily on representing the scenes rather than necessarily balanced games. This means that some scenarios will be more of a challenge for one side than the other, and that is to help the scenario depict the events from the films as accurately as possible. If one force is fighting an uphill battle in a certain scene, chances are they will also do so in the corresponding scenario!

If you enjoy playing these narrative scenarios, and want to delve even deeper into playing more of them, then a narratively driven campaign may be the right way to go. In a campaign you can link your games together so that the outcome of one game will have a direct impact, one way or the other, on a future scenario.

These narrative campaigns work best when they follow the events of the books and films. You could play out the various scenarios and events from *The Fellowship of the Ring*, starting out with Frodo's departure from the Shire, his journey to Rivendell and the Fellowship's hardships in Moria, before finishing at Amon Hen. Perhaps you will lose members along the way, or maybe have them survive when previously they did not. Maybe Gandalf will not fall in Moria, and it will be Gandalf the Grey who comes to save Helm's Deep from the army of Uruk-hai. Perhaps Boromir will survive the ambush at Amon Hen and return to Minas Tirith to defend it against the forces of Sauron. You could also recreate the journey of Thorin's Company to Erebor, keeping track of the accolades of each of the Dwarves as they continue their journey, and doing everything you can to keep them alive, as the loss of even a single Dwarf could have dire consequences.

"Maybe Gandalf will not fall in Moria, and it will be Gandalf the Grey who comes to save Helm's Deep..."

Even narrative scenarios from past publications provide an exciting tactical challenge. Though they may reference rules, profiles or terms you may not be familiar with (and therefore may require a small amount of tweaking), they have still been written with the purpose of recreating a specific scene so can still be played as such. With this in mind, there are a huge amount of scenarios out there to encompass a vast array of battles and events from Middle-earth. ▶

ALTERING SCENARIOS

If, during a campaign, a certain character survives past a certain point in which they would have perished in the books or movies (such as Théoden surviving his encounter with the Witch-king), then it could be good fun to add them into future scenarios and see how they fare. You could even tweak them slightly to re-balance them.

If Théoden should survive longer than expected, it could be fun to add him into the Black Gate scenarios so he can fight in that final battle against Sauron's forces.

OPEN PLAY

Unlike narrative or matched play, open play has no restrictions whatsoever, leaving you free to create your own stories and adventures. Here you can try your hand at formulating your own scenarios, creating your own house rules for your games, inventing a way for fighting multiplayer battles or coming up with rules for playing games in one of the many differing and varied battlefields of Middle-earth.

Open play is also perfect for settling those "What If?" scenarios that everybody thinks up. "What if Haldir had taken the Elves to Minas Tirith instead of Helm's Deep?", "What if Glorfindel had accompanied the Fellowship?". Now you can finally discover the answers to those burning questions, using the freedom of open play to do so. Open play really does have limitless potential for players of all skill levels and gaming styles, so grab your models and give it a try!

GAMING

With 43 army lists across the two 'Army' books (*The Hobbit* one is coming in December, don't you worry) there is a vast variety of armies to be created, from those drawn from the movies, such as Adam Troke's Minas Tirith force **(1)** to an alliance designed to be super effective on the battlefield, as you can see with this Iron Hills and Halls of Thranduil throng **(2)**. The new edition of the Strategy Battle Game ensures that the strongest alliances are those that are drawn from the scenes of the films and the pages of the novels, but that doesn't curb your choices – your only limit to your force is your imagination.

MATCHED PLAY

For many hobbyists, the greatest joy is found in the pure duel of wits and skill to be found in matched play. Unlike narrative or open gaming, where forces are often deliberately unbalanced so as to recreate a specific scene from the novels or movies, matched play is at its very core designed to be even, an environment in which the winner of the contest is determined through tactical skill, and a little bit of luck.

Matched play is the perfect environment for two relative strangers to play a game for the first time – ideal for a pick-up-and-play style game at your local gaming club or Warhammer or Games Workshop store. Whereas a narrative or open game you might need a little preparation – agreeing on a scenario, working out what terrain you'll require and who is going to bring which

SEEING DOUBLE!

Everything is better when it's shared with a friend. Many players enjoy matched play games best when they get to team up for the challenge, two allied armies battling against their foes in a quest for victory!

Warhammer World in Nottingham hosts gaming weekends or tournaments almost every weekend of the year – the Middle-earth Grand Tournament and Throne of Skulls events are as much about getting together as finding 'the best general'.

models – matched play is undoubtedly more straightforward logistically: agree a points limit for your game and follow the guidelines for choosing an army, as found in the matched play section of the Middle-earth Strategy Battle Game rules manual. The Armies of *The Lord of the Rings* (and The Armies of *The Hobbit*, coming soon) present all the profiles for your games along with a points value, which ensures that no one army has too great of an advantage over another.

"...learning how to counter the shortfalls in a particular faction is all part of the challenge."

That's not to say some don't have an inherent advantage in some situations though – after all hordes of Orcs might easily overwhelm a small, elite force but struggle tremendously against a disciplined shieldwall such as the Warriors of Minas Tirith. Mastering the strengths and weaknesses of each army, and learning how to counter the shortfalls in a particular faction against all the opponents you might face upon the battlefield, is all part of the challenge.

Of course, one of the great appeals of matched play is the chance to truly compete against your friends (and even complete strangers) in gaming leagues and tournaments. In fact, there are scores of such gaming events held across the globe from the Grand Tournaments and Throne of Skulls weekends held at the heart of the hobby, here in Warhammer World, to independently created competitions as far afield as the United States, Poland and Australia! For many hobbyists building an army and refining it into an all-conquering mega-force is the ultimate gaming challenge, and there's nothing more joyful than seeing that army take on all-comers.

Of course, matched play doesn't have to be a cuthroat affair, indeed the Middle-earth Strategy Battle Game community is famed for how inclusive and friendly such events can be. Where else would you find hobbyists turning up for battle dressed as their favourite heroes and characters. Over the years we've seen it all, including a pair of brothers who attended a brilliantly organised doubles tournament dressed as Giant Eagles on the hottest day of the year!

Whichever your preferred style (Adam Troke enjoys recreating his favourite scenes, whilst I revel in the challenges presented in matched play), there is no wrong way to play. Next month we will be taking you through how to build a matched play force to take on all comers!

PLAYING TO (TRY TO) WIN

Sometimes players feel a little bashful about the challenge of matched play games, especially at an event such as a tournament. In our experience, however, there's no need to worry. Page 14 of the Rules Manual lays out the spirit our game is designed to be played in: "a manner befitting the gentlest and noblest of Hobbits." In that light, whether you win or lose, your games aren't just a tactical challenge, but also a chance to make some new friends.

NEXT MONTH!

TURN YOUR COLLECTION INTO AN ARMY WORTHY OF MORDOR!

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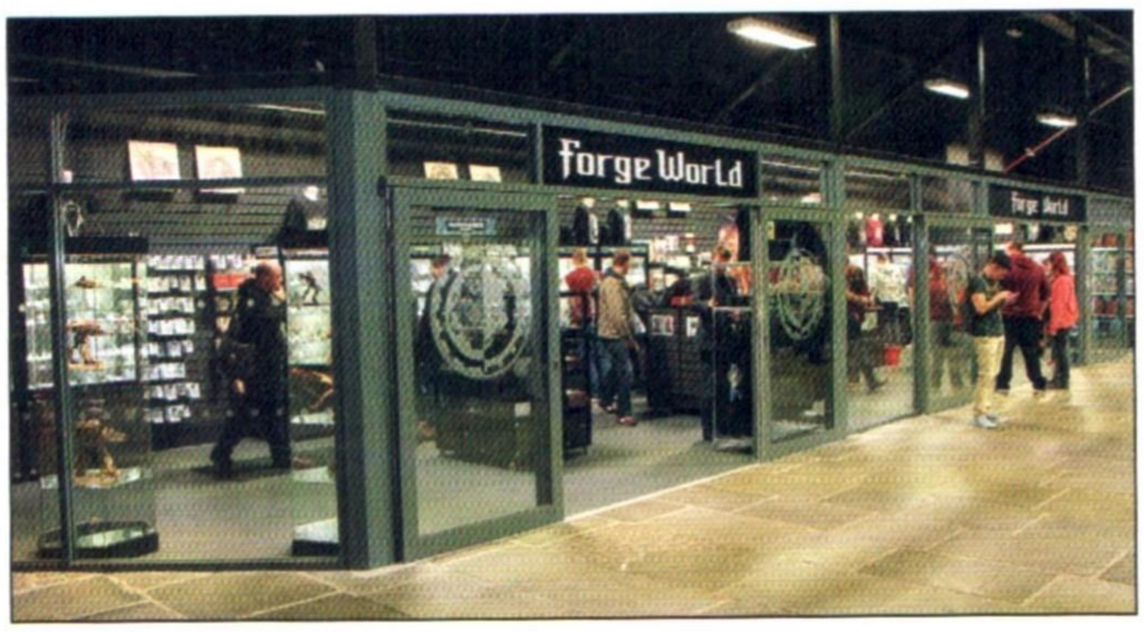

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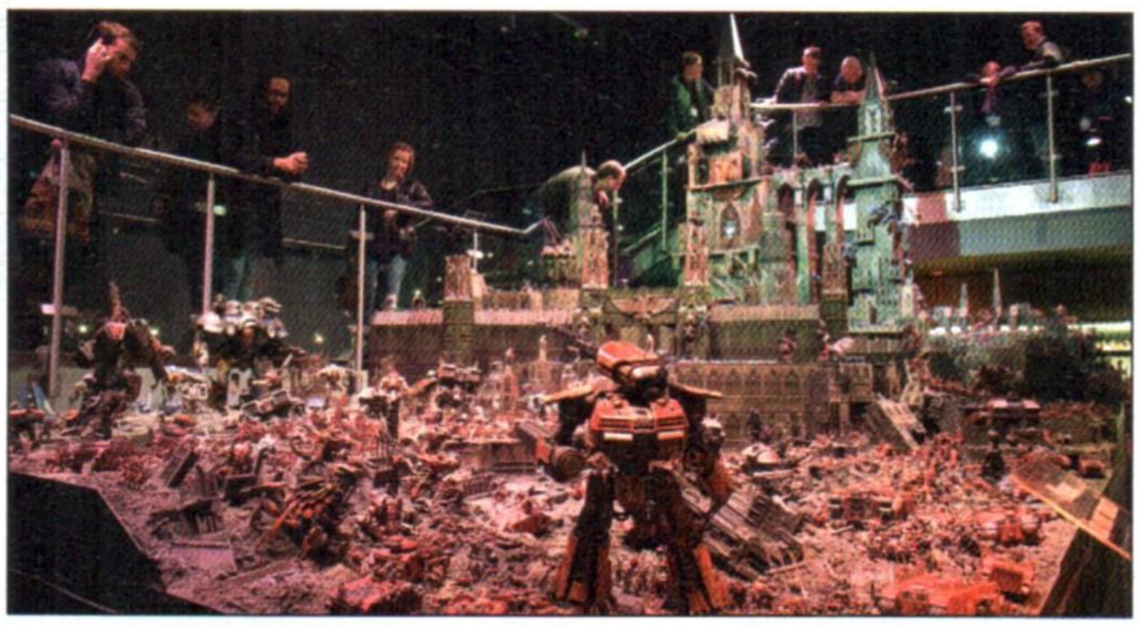

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I Am Alpharius

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Saturday 10th – Sunday 11th

Middle-earth™: Throne of Skulls
Saturday 17th – Sunday 18th

Warhammer 40,000: Open Days
Saturday 24th – Sunday 25th

DECEMBER

Warhammer 40,000: Grand Tournament Heat #3
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COLLECTING

GROTZ ON DA LOOSE!

'Ere, wot you lookin' at? That's the motto of this warband of rebel Grots painted by greenskin fanatic Storm Stainton. Here, we take a closer look at Storm's army and ask him why he decided to paint an entire force of the diminutive little critters.

Gretchin – more commonly known as Grots – are tiny creatures that are normally found fighting alongside their bigger Ork cousins. Considerably smaller than Orks, Grots are bullied by their greenskin overlords into doing tasks they would otherwise avoid. Such duties often include mucking out the Squig pens, fixing Ork war machines in the heat of battle and clearing minefields (normally by running over them). However, Gretchin are also quite cunning. It's certainly not unheard of for mobs of Grots to sneak away from an Ork encampment to find a better life for themselves, or even start a revolution against their masters. Both methods normally end badly for the poor Grots, but sometimes they survive and thrive.

This Grot army, painted by keen hobbyist Storm Stainton, is one such force – a warband of Grots that have escaped their oppressive lives and now march to war under their own banner. We're not sure we rate their chances! We asked Storm to tell us more about his unusual collection.

STORM STAINTON

A staff member at Warhammer Cambridge, Storm wowed us with his Grot army when we saw it at a Warhammer World doubles event. A keen hobbyist for over 18 years, Storm's favourite army is Blood Ravens, though the Grots are his self-described labour of love. His favourite colour is red. Who'd have thought it?

"I love creating stories for my armies – a hook or theme to base them on," says Storm. "I see a lot of Ork armies around at the store I work at and at events and they've always interested me, but I wanted to collect a different aspect of them. I've always found Grots really good fun and so I thought, why not build a whole army around them? Of all the models in the Ork range, I think Grots have the most character – you can do so much with the little dudes!"

As long-standing Ork collectors will know, collecting an army entirely made up of Grots is certainly possible, though finding a leader for them can prove tricky. "All the leaders in an Ork army are Orks," says Storm, "but I really ▶

LI'L BIG MEK

The leader of Storm's Grot army is Li'l, who is, ironically a Big Mek. "Obviously Grots are pretty small, but I wanted my leader to stand out," says Storm. "So I sat him in the turret of a looted Leman Russ surrounded by his favourite Grot minions. His power claw was made from the Kataphron Battle Servitor kit to make it look like he'd looted it from somewhere. He's also got a big backpack on to lug all his gubbins about. After all, he is the most important Grot git in the army."

COLLECTING

"I converted the Grot Mega Tank from Forge World so that it looks like it's smashing through a building at high speed," says Storm. "Go fast or go home, right?" The Mega Tank is accompanied by a quartet of Grot Tanks, which Storm has painted red to make them (at least in the minds of the Grots) go faster.

RED AND GREEN
Storm painted the armour on his vehicles Khorne Red, followed by a wash of Agrax Earthshade. He then followed this up with a layer of Khorne Red and highlights of Evil Sunz Scarlet and Wild Rider Red. The Grots' skin is painted Straken Green, washed Biel-Tan Green, layered with Straken Green and finally highlighted with a mix of Straken Green and Pallid Wych Flesh.

▶ wanted my force to be entirely made up of Grots. That's why my Big Mek is a converted Grot Mek, as are the Runtherds for my units and even my Stormboyz, da Rokkit Gitz. I always explain to my opponents what they are before a game and no one ever has any issues with them. It's just a fun interpretation of the army – I'm not building them this way to get some kind of tactical advantage in a game.

"I've actually won a few awards with this army," continues Storm. "I won the Hero of Legend award at a Warhammer World Doubles Event with my Li'l Big Mek, and Best Painted army at the same event, though my friend Matt has to take half the credit as the rest of the army was his!" Events are a big part of Storm's hobby and he aims to get to at least one event at Warhammer World every year (which, incidentally, is where we met him and saw his army). "My favourite things about Warhammer World events are the atmosphere and the people," says Storm. "It's also great fun to play against so many different armies – not just the factions, but the individual army lists that people pick. I especially enjoy playing against other themed armies. I find hobbyists that spend time making an army stand out – converting it, giving it a backstory and so on are the best people to play against. ▶

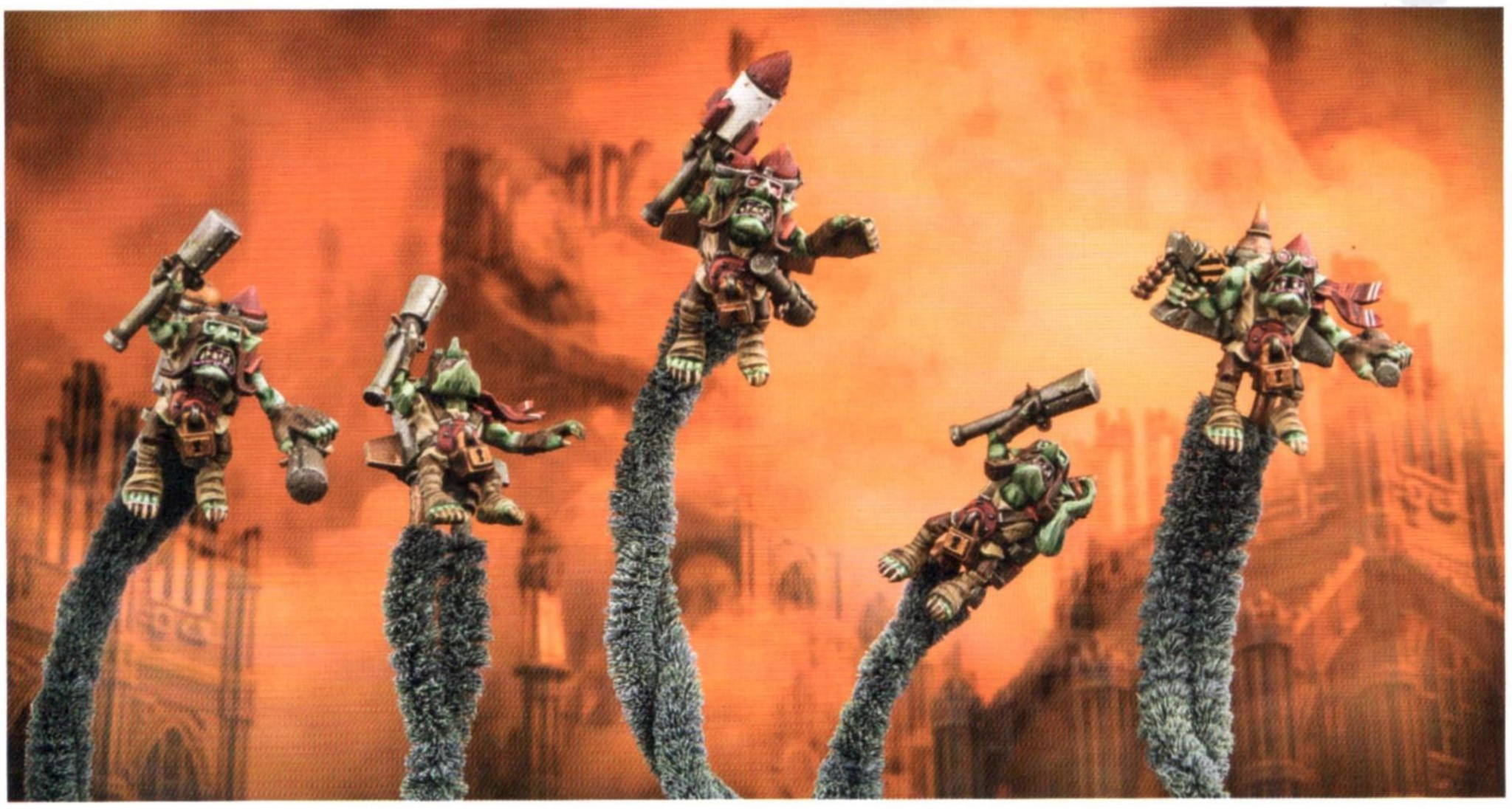
"I find hobbyists that spend time making an army stand out, converting it, giving it a backstory and so on are the best people to play against."

THE BIGGEST SQUIGGLY BEAST

The centrepiece of Storm's Grot army is his Squiggoth, which is affectionately known as Tiny by the crew. "I made a few conversions to my Squiggoth, not just to make it unique, but to create several stories on and around it," says Storm. "One of the crew is telling the Squiggoth off because it's squashed one of the other Grots, while the zzap gun on the roof is clearly playing up because there are several Grots trying to repair it, either with a rivet gun or by hitting it with a spanner." The zzap gun was taken from the Battlewagon kit and is mounted on the second story of the howdah, which was constructed from the back end of an Ork Trukk. The support rods that hold it up are also taken from the Ork Trukk. Like a true greenskin, Storm has properly looted his bits box for this model.

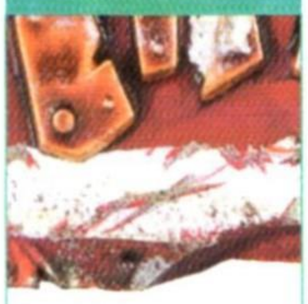
Right: The Rokkit Gitz are led by the self-appointed Sky-Grot himself, Cap'n Rokkit. Storm used the Grot that comes in the Stormboyz kit as the base model for all the Grots in the unit, swapping their arms and hands so they could hold different weapons and grenades taken from the Gretchin kit.

Below: The height of Grot power is to become the pilot of a Killa Kan – the Grot equivalent of a Deff Dread. Storm has six of them in his army, each one converted to be doing something unusual. The unit leader (though perhaps not for long) is the manic Grot being fired out of his own grotzooka while riding a rabid Squig.



WEATHERING

"I use a sponge to create the weathering on my vehicles," says Storm. "I use a small sponge to lightly dab patches of Rhinox Hide onto areas of the model, then follow that up with an even lighter application of Leadbelcher. The scratches on the white stripes were achieved by randomly painting red lines onto the white lines followed by a small line of Leadbelcher.



▶ This is one of the reasons why Storm painted his Grot vehicles red. "It's part of the Ork background – greenskins believe that red wunz go fasta and my Grots like to get places fast, so I painted all their vehicles red," says Storm. "I added a white racing stripe, too, to make them go even faster! The other reason I picked red is because I find it such a great colour to work with. It offers so much depth, as well as contrasting well with loads of other colours, especially the pale green skin of Grots. I used white as my third army colour, both on the white stripes on the vehicles and on the bases – a few patches of half-melted snow really go a long way to setting the scene around an army."

So what is Storm planning next for his Grot army? "Actually, my Grots aren't my main army – I'm working on a Death Guard force," says Storm. "The Grots are more a labour of love – I add to the army when I get inspiration for a new unit. My most recent additions are my converted Squiggoth and the Rokkit Grots, which I really enjoyed converting. I'm currently planning out how to make a Rokkit Grot riding on the back of his rokkit pack while chasing down a Squig. There really is no activity too outrageous for a Grot. I've also got an idea for a Grot-crewed Morkanaut, but with tracks instead of legs and loads of extra tech-gubbins all over it – a proper junk-creation. I'm tempted to fit some speakers into its belly so it can play music, too." That, Storm, we will definitely want to see. And hear… **DH**

> **"...greenskins believe that red wunz go fasta and my Grots like to get places fast..."**

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THE CATHEDRA CHIROSIUS

In Battleground, we showcase some of the finest gaming tables and displays in the world. This month, Studio scenery painter James Littler and a team of talented architects set about creating this colossal cathedra using the new Sector Imperialis scenery kits.

JAMES LITTLER

When a new scenery kit comes out, it's invariably James Littler that painted it for the box cover. A man with a vision when it comes to scenery building and painting, James got it into his head that building a massive basilica would be a good idea. Who were we to stop him?

When it comes to playing games of Warhammer 40,000, we all want to fight over an awesome battlefield, be it a ruined city scape, a death world forest, an industrial sector or one of countless other landscapes. With the new Sector Imperialis scenery range, creating an impressive gaming board has never been easier, but one of the questions we've been pondering is: just how big a building can you make out of it? Well, Studio scenery painter James Littler was more than happy to answer that question. After a week and a half of work, plus several pairs of helping hands, this is what he came up with. We were suitably awed. Here, James tells us how he went about planning, building and painting the impressive Cathedra Chirosius.

YOU CAN FIND THE FULL RANGE OF CITADEL SCENERY KITS AT GAMES-WORKSHOP.COM

James: There were a couple of goals with this project – firstly to create a great gaming board that could be featured in the Warhammer World gaming hall for hobbyists to fight their battles over. Second, to show off just what you can make with the new Sector Imperialis terrain kits. The new scenery kits are incredibly modular, giving you loads of exciting modelling options and the potential to create some huge buildings if you want to (*we want to*! – E*d*). That was what we wanted to achieve with this board – to create a massive, ruined Ecclesiarchy cathedra.

"The new scenery kits are incredibly modular, giving you loads of exciting modelling options and the potential to create some huge buildings."

THE GRANDEST ARCHITECTURE

Before we began construction, I rifled through a load of Warhammer 40,000 books – particularly old codexes such as Daemonhunters and Sisters of Battle – to find some images of Ecclesiarchy buildings for inspiration. I also took a look at photos of medieval cathedrals and old ruins to get some inspiration for the shape of the building – the architecture of Warhammer 40,000 is inspired by medieval Gothic architecture, so what better buildings to look at for reference? ▶

CONSTRUCTION TIP OF THE DAY

When building your Sector Imperialis scenery, keep an eye out for the caps that sit on the top of the columns. If you look closely you'll see that they have tiny arches sculpted onto them – when constructing your buildings, try to ensure that the arches are the right way up.

BATTLEGROUND

Above: The half-demolished corner at the rear of the cathedra provides a vantage point for these Ultramarines to fire down on the Crimson Slaughter. The ruined wall sections really help add to the narrative of the cathedra, showing how its upper floors have been bombarded from above, while some of the walls and supporting columns have remained stubbornly intact.

Right: Blood Angels Assault Marines clash with Necron Flayed Ones among the darkened corridors of the cathedra's undercroft. Areas of dense terrain like this provide a great opportunity for smaller units to duke it out, or for a wily commander to hide objectives that are hard to reach for larger vehicles and monsters.

You can also see here how the Mournfang Brown weathering has been more heavily applied to the lower portions of the walls compared to the upper levels. This represents where dirt and detritus has built up against them over the years.

"The two towers at the front of the cathedra are there not only to proclaim the majesty of the Emperor... but also to frame the pulpit..."

▶ In the end we opted for a tiered design with a wider base surrounded by flying buttresses, then each subsequent tier getting smaller the higher they go. While the centre of the cathedra is badly damaged by sustained shelling, the front of the building is almost intact, as if its holiness has kept it safe from enemy bombardment. Not only is this characterful, it also helps us to understand the size, shape and grandeur of the building before most of it was pulverised.

"...we opted for a tiered design with a wider base surrounded by flying buttresses, then each subsequent tier getting smaller the higher they go."

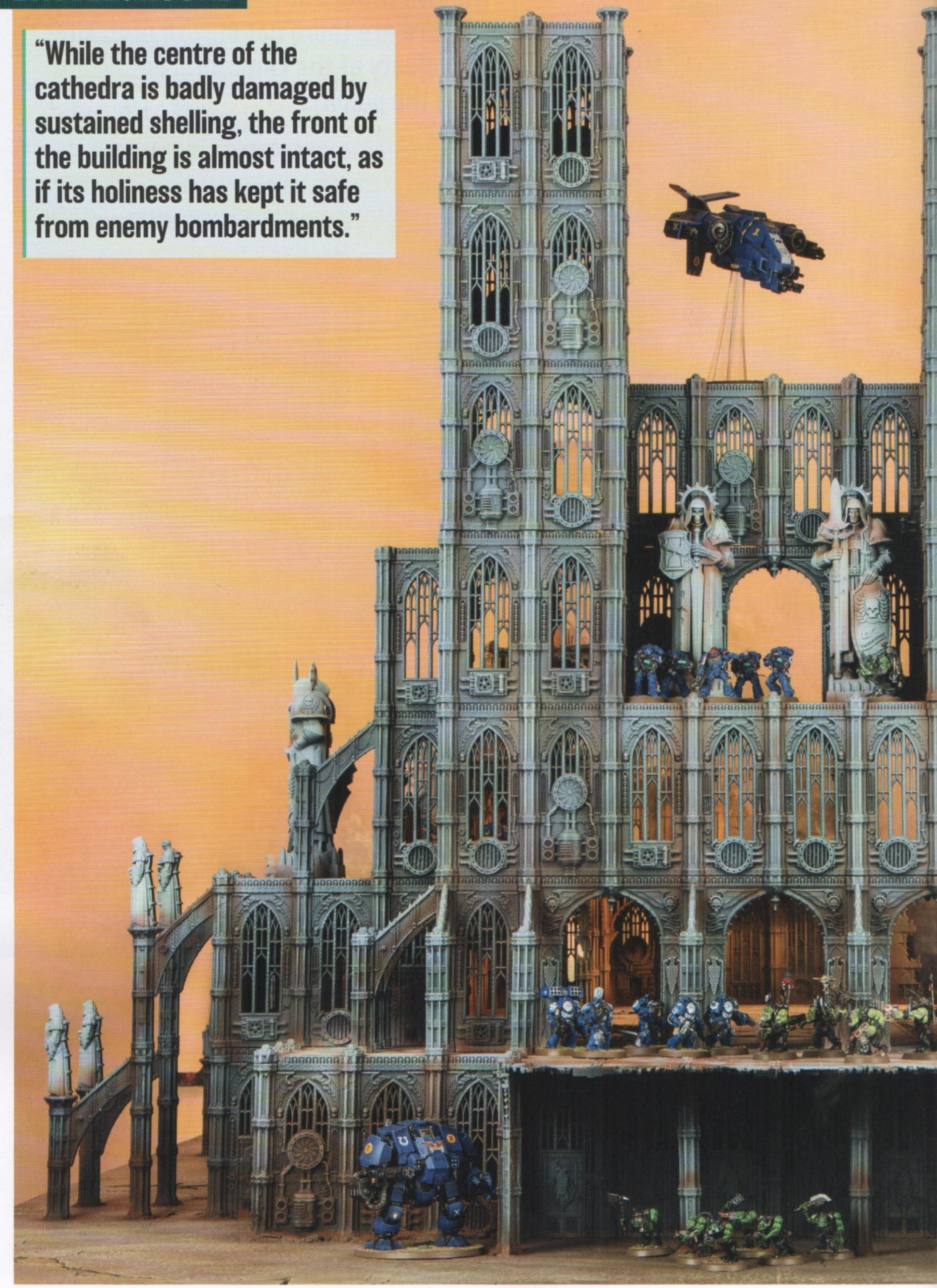
The two towers at the front of the cathedra are there not only to proclaim the majesty of the Emperor (and, of course, the power and wealth of the Ecclesiarchy), but also to frame the pulpit in between them from where preachers will address the commoners below. The towers also provided a great opportunity to create the impression of large interior rooms – something we haven't been able to do with our scenery kits before. ▶

Above: There is still plenty of space on the ground around the cathedra where units can fight. Here, a Vindicator has parked itself between the buttresses in an attempt to get as far away from the Eldar Wraithguard as possible. The tiered walls offer plenty of vantage points for units to scale the terrain, and for flying units such as Inceptors to land.

Note how the two statues are slightly lighter in colour than the walls around them to help them stand out.

BATTLEGROUND

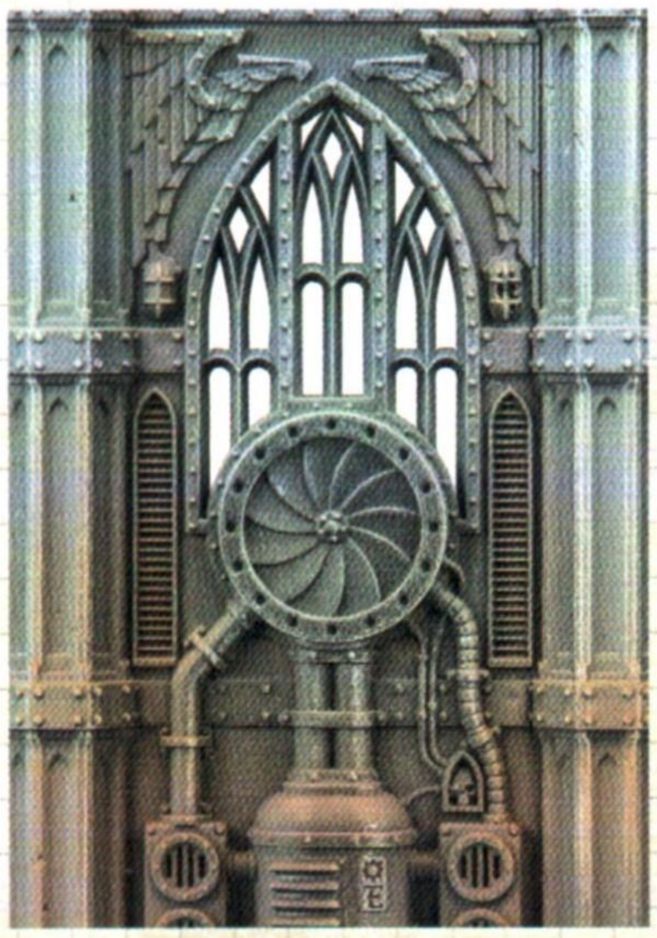
"While the centre of the cathedra is badly damaged by sustained shelling, the front of the building is almost intact, as if its holiness has kept it safe from enemy bombardments."



From the front you begin to fully appreciate the height of the Cathedra Chirosius. The Redemptor Dreadnought in front of it is just under 4" tall. The cathedra stands a colossal 35" high – it's only a foot shorter than most battlefields are wide!

PAINTING THE CATHEDRA

James used a lot of Citadel spray cans for this building – Mechanicus Standard Grey is the base colour for the outside of the building while the inside is Zandri Dust. He then used a combination of drybrushing and airbrushing to apply the highlights – first to the interior, then the exterior – followed by the weathering.



EXTERIOR WALLS

Chaos Black
Basecoat

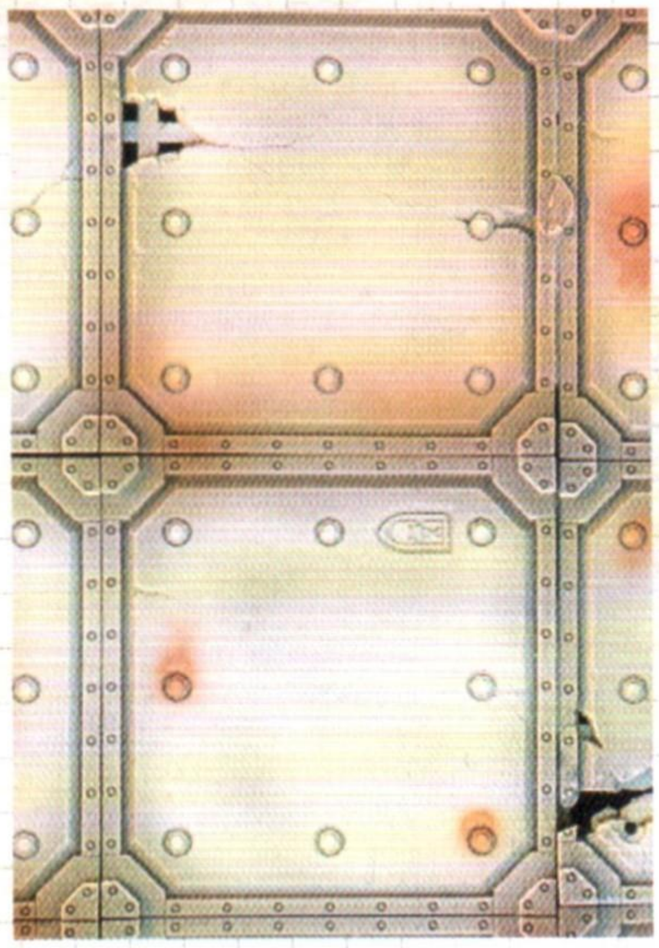
Mechanicus Standard Grey
Basecoat

Administratum Grey
Drybrush

Ulthuan Grey
Drybrush

Mournfang Brown
Airbrush

James sprayed grey onto the cathedra from a high angle, leaving the Chaos Black undercoat under the walkways.



FLOORING

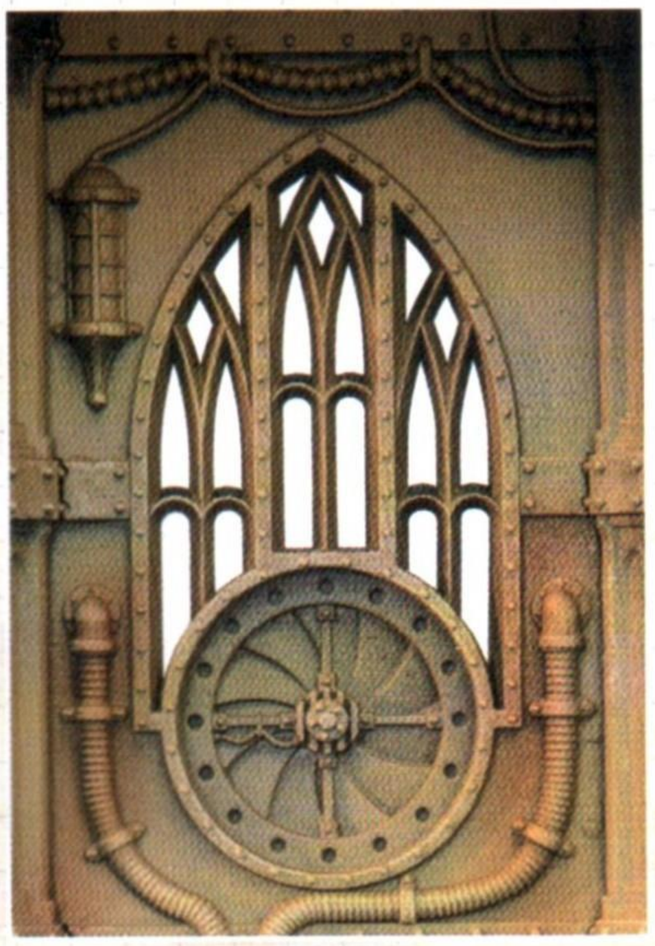
Chaos Black
Basecoat

Ulthuan Grey
Airbrush

White Scar
Drybrush

Mournfang Brown
Airbrush

An airbrush was used to pick out a few rusty bolts and tarnished edges on the flooring. Mournfang Brown was used because its warm tone contrasts well with the cold whites and greys of the building.



INTERIOR WALLS

Chaos Black
Basecoat

Zandri Dust
Airbrush

Ushabti Bone
Drybrush

Mournfang Brown
Airbrush

When painting the interior walls, an airbrush was used to give them an overall lighter tone. Ushabti Bone was then drybrushed lightly onto the walls to pick out all the smaller details.

BATTLEGROUND

PRACTICAL CONSIDERATIONS

One of the key considerations when constructing a battlefield is the games that will be played over it. Put simply, it needs to look cool and be practical. That's the reason why the whole interior of the cathedra is exposed, giving gamers plenty of space to place their models and have a cool battle. We could have added so many more levels of detail – rubble and fallen columns and things like that – but then the battlefield would just have become impractical to fight over. You need space for larger models to be able to stand comfortably without falling over and for units to be able to get into combat with each other without the terrain getting in the way. The main floor is made from loads of Sector Imperialis flooring sections held up by the legs from the Sector Mechanicus kits for additional stability.

CLOISTERS AND CATACOMBS

One of my favourite features is how the ground floor of the cathedra is actually the first floor – it's raised above the ground. Firstly, this represents how the Ecclesiarchy (in their opinion) are so much better than the common folk. While the dregs grovel in the dirt, the priests and arch lectors stand clean above the city streets. It's why there's a raised walkway leading to the main entrance, too – to keep the riffraff from the doors. The other reason is because it gave us the opportunity to create some ground-level catacombs, strong-rooms and confessional boxes beneath the floor of the cathedral, which you can see exposed in some of the more ruined corners. It gives the impression that there's a lot going on in the bowels of the building. They're also great hiding places for skirmishing units, scouts and infiltrators to deploy in.

"...there's plenty of space for units to fight each other among the cloisters, creating opportunities for close-quarters fights to take place..."

Another key feature of the building is the cloisters – the covered walkways around the central part of the building. Because of the width of the floor sections on the Sector Imperialis buildings, there's plenty of space for units to fight each other among the cloisters, creating opportunities for close-quarters fights to take place over several levels. Perhaps there are heavy weapons teams taking up firing positions among the cloisters, too – firing into the enemy ranks as they swarm into the building below. **DH**

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 an Adeptus Titanicus Warhound Titan.

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 a this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

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

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

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

CITADEL PAINTS

BASE – LEADBELCHER™
Base paints contain a high concentration of pigment. These strong colours are the ideal foundation for painting. Some Base paints are available as sprays.

SHADE – CASANDORA YELLOW™
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 – EMPEROR'S CHILDREN™
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 – KINDLEFLAME™
Dry paints are designed to make drybrushing as straightforward as possible. They are formulated to a much thicker consistency than other paints.

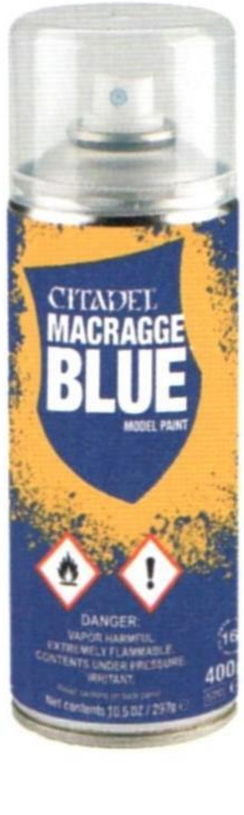
EDGE – DECHALA LILAC™
Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.

TEXTURE – ASTROGRANITE™
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 – LAHMIAN MEDIUM™
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 Ccrax 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:

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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.

MODELLING AND PAINTING

WARHOUND SCOUT TITAN

This month, Forge World painter Giuseppe Chiafele painted a Warhound Scout Titan in the colours of the Legio Mortis.

Giuseppe painted most of the model in sub-assemblies, enabling him to undercoat specific parts of the model with different colours. Some armour panels he undercoated Chaos Black, while the carapace was sprayed Mephiston Red and the head Corax White. Basecoating a model this way can drastically reduce the time needed to paint a model and – even more importantly – gives you a perfectly smooth basecoat over which to apply your washes and highlights.

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 painter Giuseppe Chiafele, who painted a Warhound Titan for Adeptus Titanicus.

BLACK LINING

Giuseppe uses a technique called black lining in this article. Sometimes, you'll want to define the boundary between two similar colours, in this case the red carapace and the gold trim. A thin layer of black (in this case, Abaddon Black mixed with Khorne Red) painted around the raised detail helps make the gold stand out from the red.

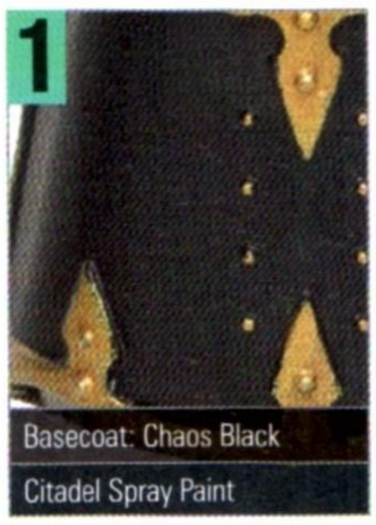
ON THE APP

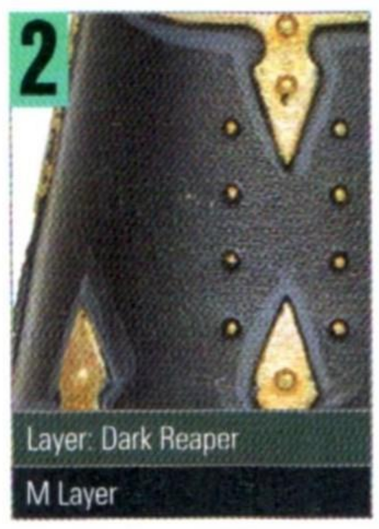
SEEING RED

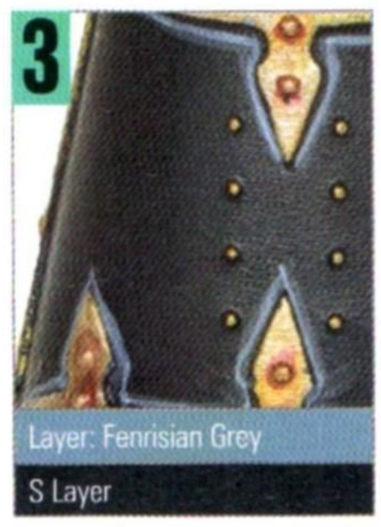
Fancy a darker red armour on your Legio Mortis Titans? Maybe the Dark Red paint swatch on the Citadel Paint app is the colour scheme for you. There are six other ways to paint red on there, too!

- Khorne Red
- Carroburg Crimson
- Wazdakka Red
- Wild Rider Red

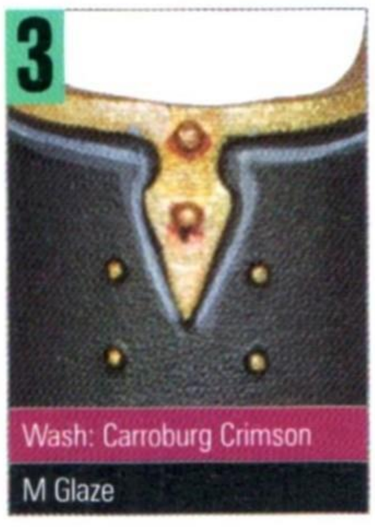
BLACK ARMOUR





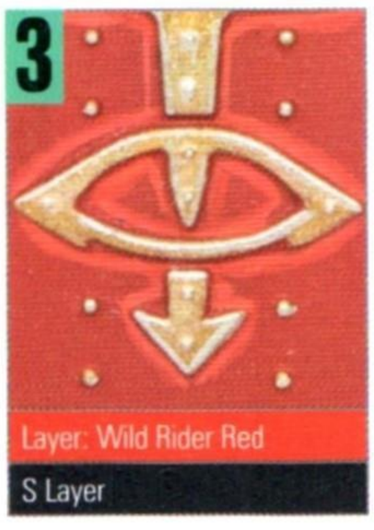


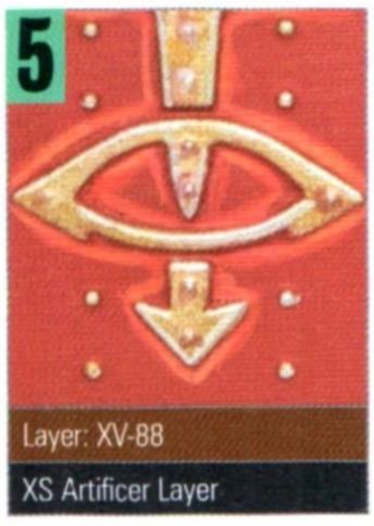
GOLD TRIM

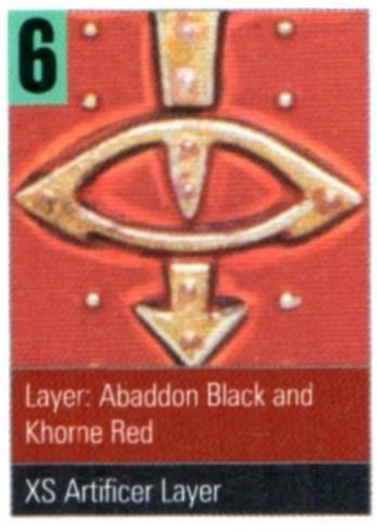


METAL SKELETON

RED ARMOUR







WHITE ARMOUR

Basecoat: Corax White

Citadel Spray Paint

Wash: Fenrisian Grey (recesses)

S Layer

EYE LENSES

Basecoat: Mephiston Red

S Base

Layer: Khorne Red

S Layer

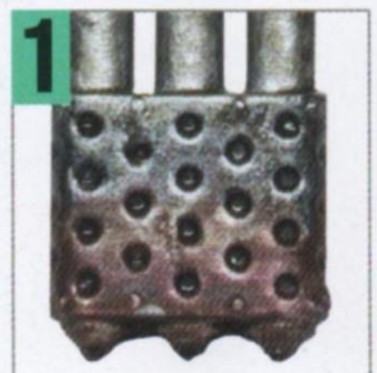
LAYERS AS WASHES

In this guide, Giuseppe uses a layer paint – Fenrisian Grey – as a wash to shade the Warhound Titan's head. This can be done by adding clean water to the paint on your palette until it's the consistency of milk and then applying it into the recesses of the area you're painting.

Layer: Wild Rider Red

S Layer

MUZZLE SCORCHING



Layer: Rhinox Hide

S Dry

Layer: White Scar

XS Artificer Layer

Layer: Abaddon Black

S Dry

Layer: Ulthuan Grey

M Glaze

THE BLASTED WASTELANDS

With the Warhound Titan finished, Giuseppe glued sand to the base using PVA glue (1). Once it was dry he painted the sand with a slightly watered down layer of Tallarn Sand (2) to get solid coverage, then drybrushed the base Flayed One Flesh (3). The last stage was to glue on a few tufts of Mordheim Turf with PVA glue (4) to represent low-lying foliage around the Titan's feet.

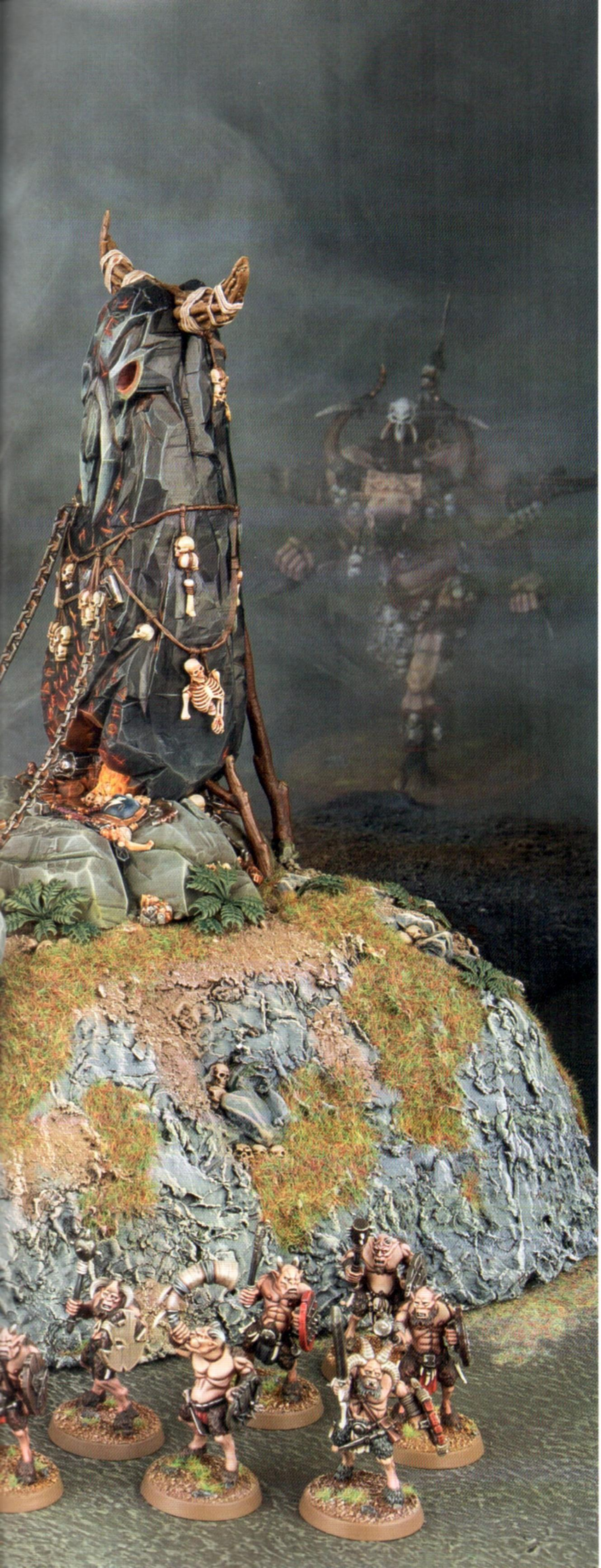
ALTERNATIVE COLOURS

When it comes to painting Titans, there are loads of colour schemes to choose from – you can see a few of them in the Ultimate Guide on page 94 and in the Adeptus Titanicus rulebook. The colours for the Legio Gryphonnicus, for example, are yellow and grey – you can find suggestions for painting both colours on the Citadel Paint App. You may even find other colours on there that you might like to try on a Titan.

MODELLING

REALMS OF BATTLE

Realms of Battle is our regular feature on planning, building and painting your own terrain collection and getting the most out of it in your games. In this issue, we look at how to build a trophy mound for the new Beasts of Chaos Herdstone.



When it comes to playing games of Warhammer Age of Sigmar, there really is no such thing as too much terrain. A ruined building here, a twisted forest there, a sinister-looking graveyard looming in the distance – they all contribute to making your battlefield look exciting and also more fun to play over, both narratively and tactically. Well, now there's a new piece of terrain on the scene – the Beasts of Chaos Herdstone.

The Herdstone is a wonderfully characterful piece of terrain, surrounded as it is by the skulls, weapons and armour of fallen foes. And that got us thinking – what other battlefield terrain could we build for the Beasts of Chaos to personalise a scenery collection? That got us thinking even more (*careful with all that thinking, Dan…* – *Ed*) – was there a way to incorporate the Herdstone into a larger terrain piece? The trophy mound was born.

> **"So we set about creating the trophy mound - a hill covered in the spoils of war."**

A TOTEM OF DARK MAJESTY

The plan for the trophy mound was to build a hill large enough for a Herdstone to sit on, raising it above the battlefield so the Beasts of Chaos can see it for miles around and their foes will cower in fear at its bestial majesty. Hills are great in games because not only do they provide line of sight for units standing on them, they can also deny line of sight to those units hiding behind them – a valuable asset on the battlefields of the Mortal Realms. But we didn't want to make a plain hill – we wanted to make a scenery piece that was visually linked to the Herdstone, almost an extension of it. So we set about creating the trophy mound – a hill covered in the spoils of war. Over the page we show how we built it. But first, a few considerations…

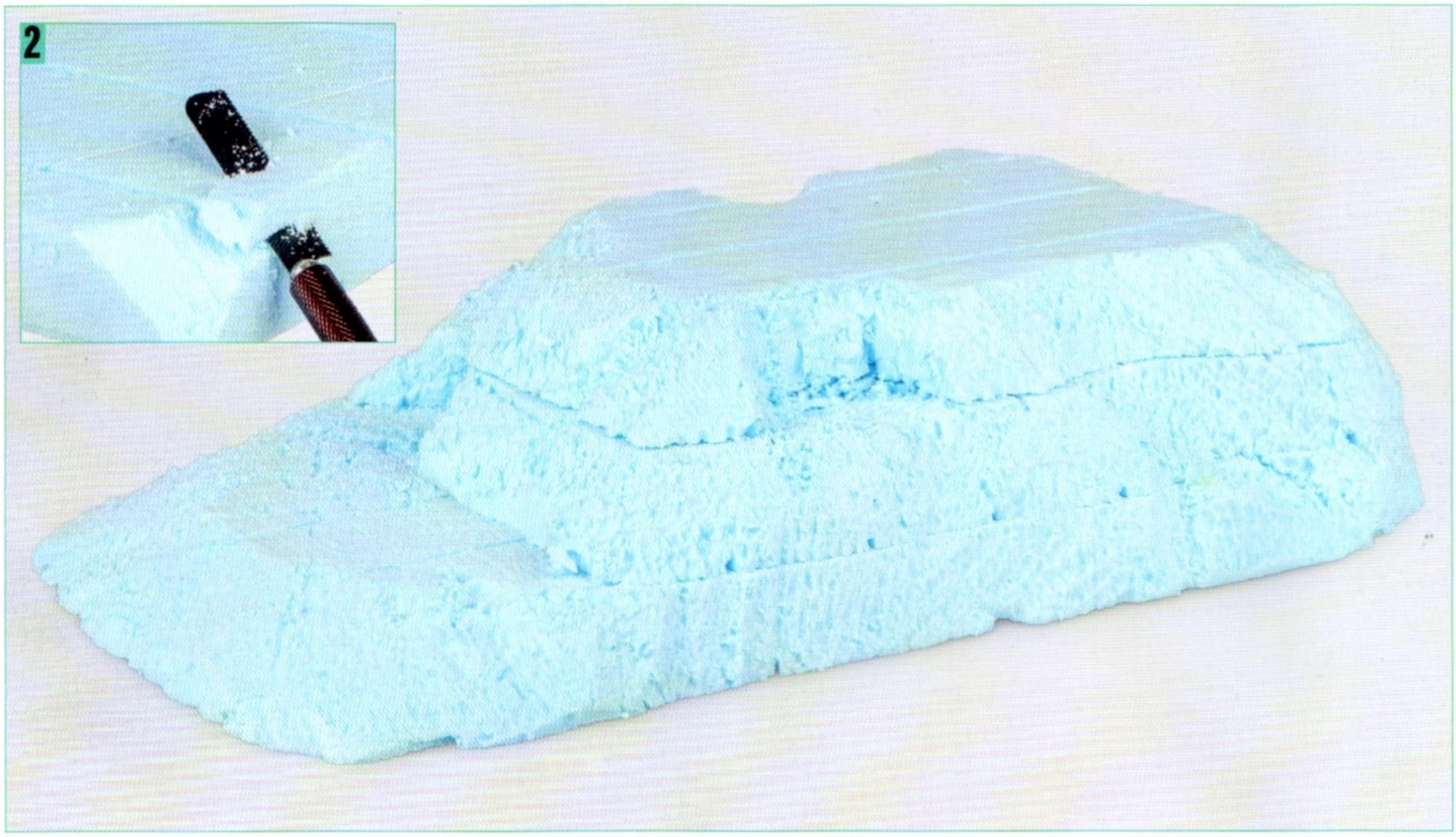
A FEW CONSIDERATIONS

Firstly, how big should a scenery piece be? Our trophy mound is just over 12" long and 3" high, making it quite a large terrain piece. Will that fit on your battlefield? Also, do you want your scenery to be modular? On ours, the Herdstone simply sits on top of the hill – it can be taken off for storage and both pieces can be used separately. It also made the two pieces easier to paint. And that's another consideration – how you paint your scenery may affect how you build and texture it. For ours, we wanted it to look rocky and barren, so we used the Cursed Wastes paint set, plus a few pots of grey paint – simple but effective. With these thoughts in mind, turn the page to see how we built our trophy mound. ▶

MODELLING

BUILDING THE MOUND

The first stage was building the hill. For this we used insulation foam – it's lightweight, easy to cut to shape and available at most DIY stores. Our first step was to glue three rectangles of foam to each other with PVA glue to get the basic shape **(1)**. Once the glue was dry, we set about carving details into the foam using a Citadel Saw **(2)**. Because the foam can give off dust particles when cut, we advise wearing a suitable dust mask and cutting it in a well ventilated area. As you can see below, the foam now resembles something closer to a hill, with steep sides at one end, a gentle gradient to the front and a few cut-aways that will become areas of interest later.

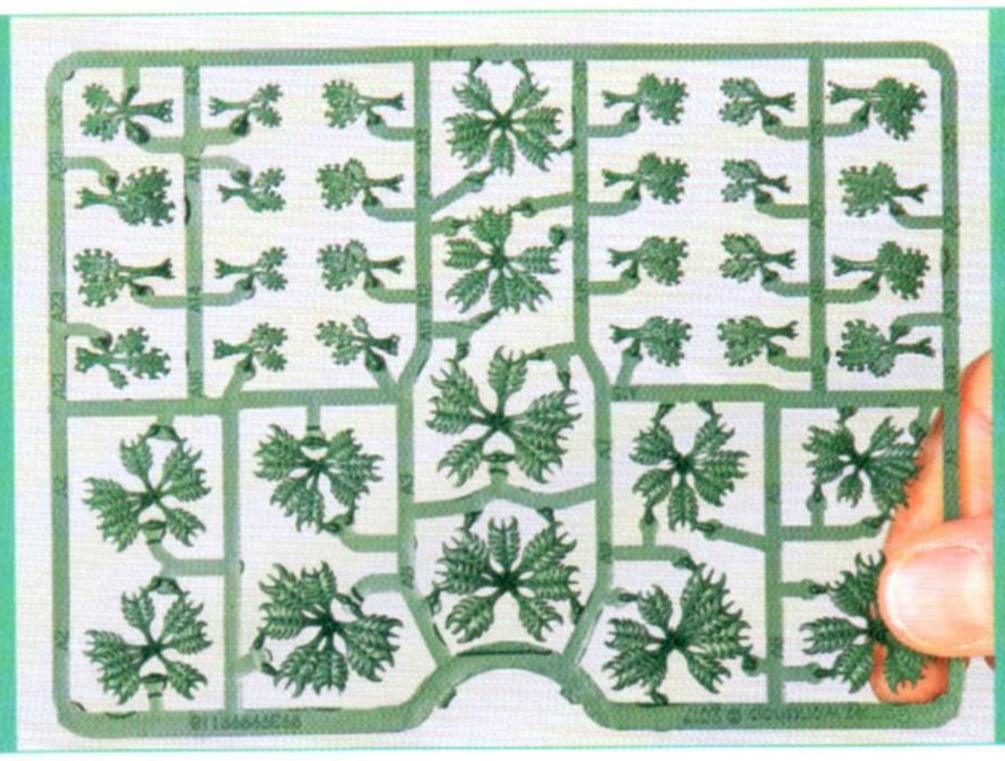


ADDING DETAILS

The next stage was adding areas of interest to the mound. We used stairs from various Warhammer Age of Sigmar kits to build a rudimentary staircase up to the Herdstone **(3)**. Remember, Beastmen aren't architects – it didn't have to look neat! We also found a spare piece of decking to act as a lookout post **(4)**. A spare aelven waystone from the Cygor kit was wedged into the hill **(5)** and small stones were glued down all around the hill for extra texture **(6)**. We used PVA glue for all these details. Don't use plastic glue or super glue – they will just melt the foam!

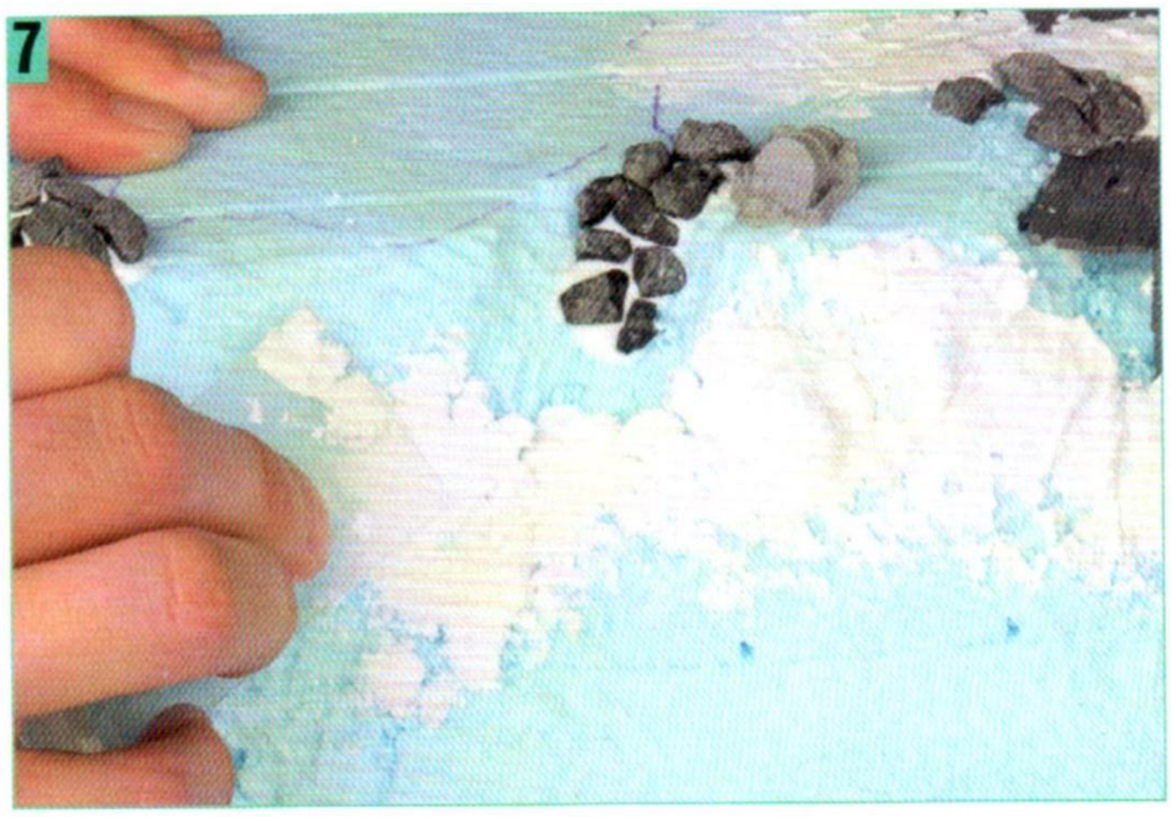
TOP TIP

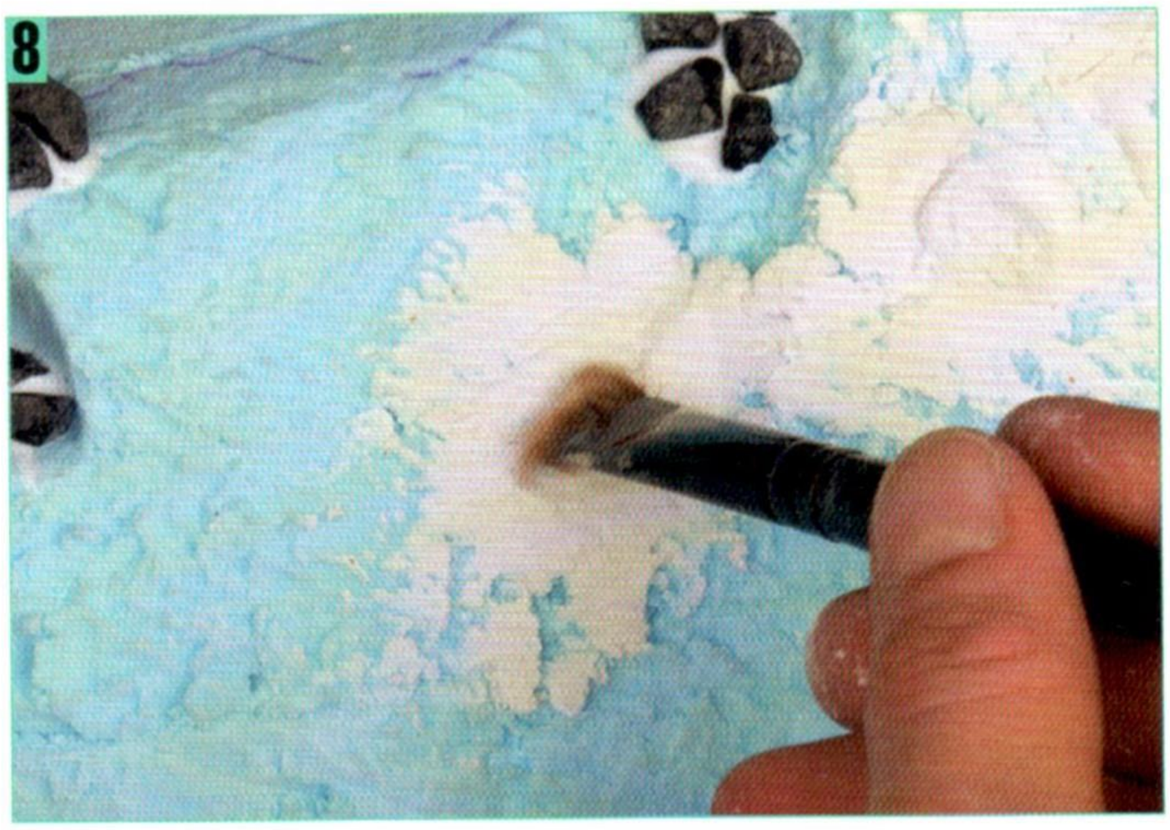
The finished hill features several clumps of Barbed Bracken among the rocks and detritus. Rather than stick them to the hill and then paint them, we instead sprayed them Caliban Green while they were till attached to the sprue, then drybrushed them Death World Forest followed by Nurgling Green. Once we were done, we cut them out and glued them into place using Super Glue.



ADDING EXTRA TEXTURE

With the key features added to the trophy mound, we set about adding texture to it. A pot of ready-mix household filler is perfect for this as it sets hard and can be shaped to look like rock. As with all materials like this, make sure you read the instructions on the packaging before you use it. We used a spatula to apply the filler to the sides of the hill **(7)**, then used an old paint brush to stipple texture into the filler **(8)**. At this point, we pushed a load of skulls from the Citadel Skulls kit into the filler, along with spare weapons and shields to represent captured trophies. With the filler set, we applied PVA glue to the areas we didn't want to paint as rocks **(9)** and sprinkled sand over them **(10)**. Once the glue was dry, we tipped the excess sand into a box lid **(11)** ready to go back in the tub. **DH**





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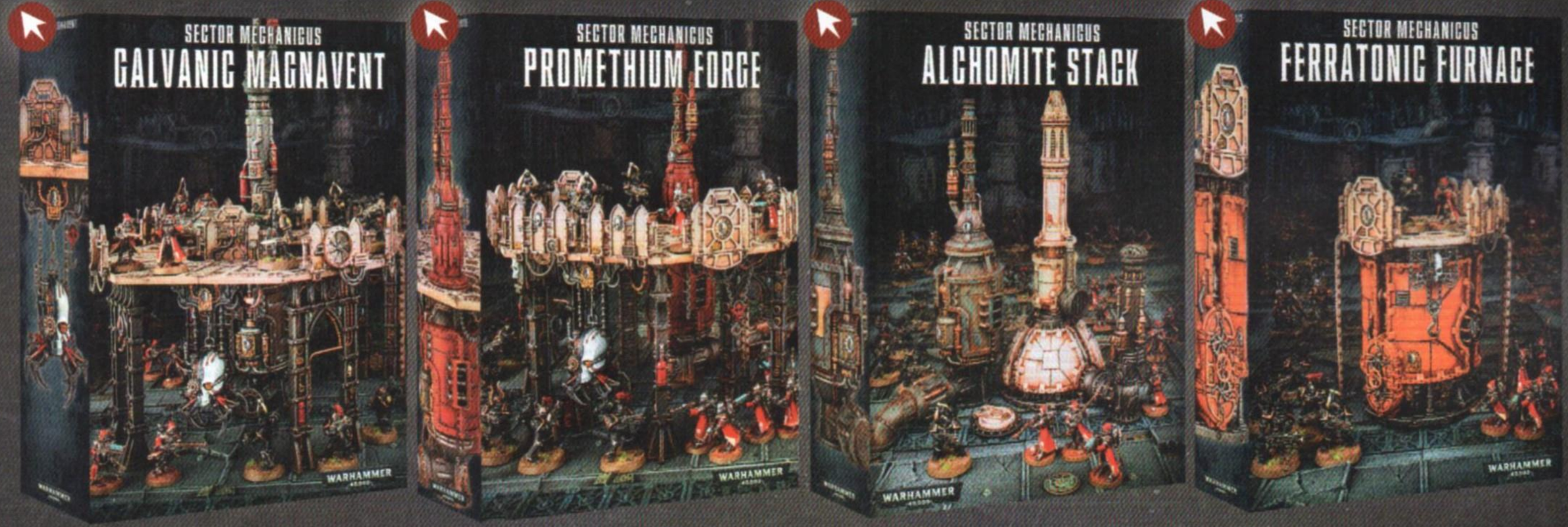

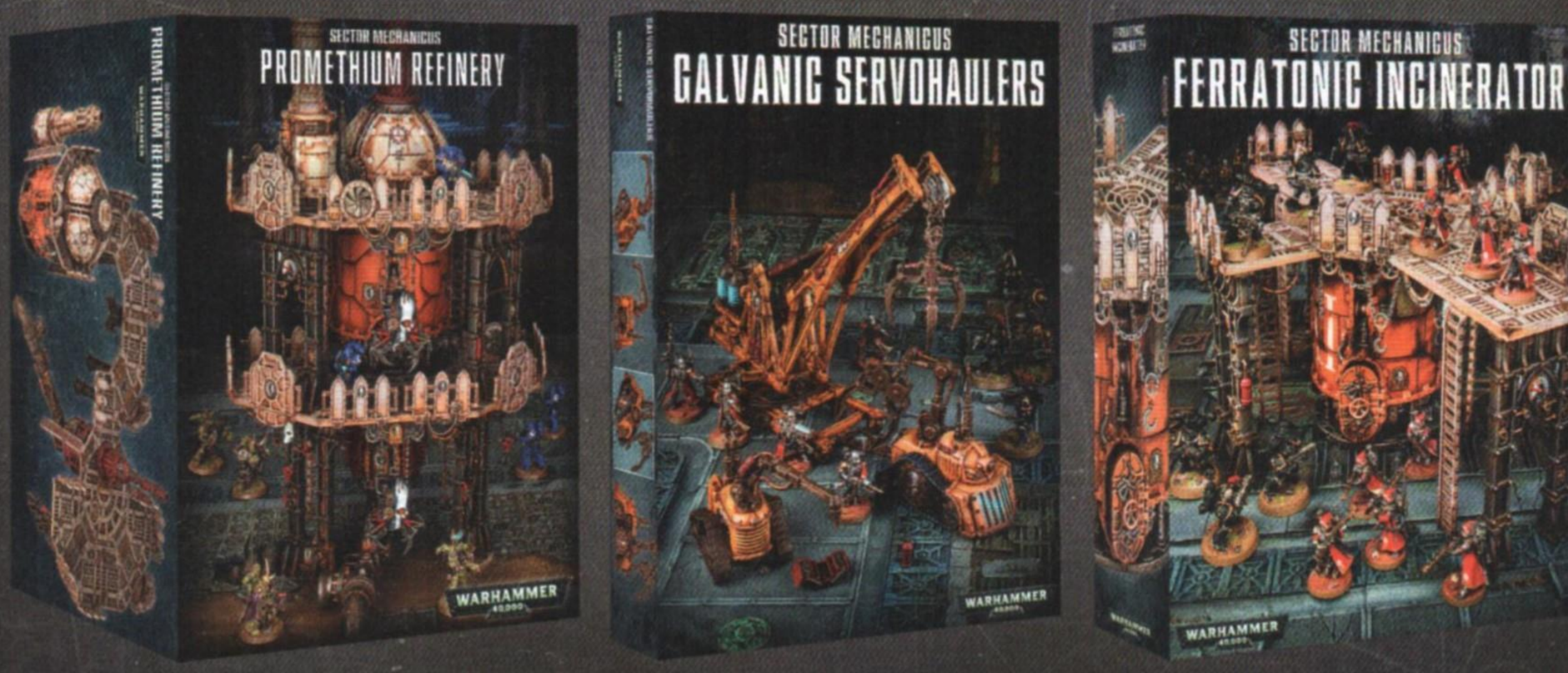

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READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!

Send your photos to:
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By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

Steelheart's Champions
by Joshua Dunkerly

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by Richard Edkins

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by John Margiotta

Bonesplitterz
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by Roberto Sirchia

World Eaters Chaos Lord
by Konrad Zielezny

Death Guard
Plague Marine
by Mateusz
Sztraf

Trajann Valoris
by Thilo Engels

Skaven Masterclan Grey Seer
by Chris Shortall

Devoted of Sigmar Flagellants
by Simone Miraldi

READER'S MODEL OF THE MONTH

Our Reader's Model this month is this great diorama by Stefan Sieniawski.

"I thought the Runelord would be a great opportunity to try out object source lighting," says Stefan. "I used layers of Leadbelcher with Stormhost Silver highlights for his armour, then multiple glazes of Fuegan Orange to simulate the reflection of the flames. I used layers of Doombull Brown, Evil Sunz Scarlet and Troll Slayer Orange for the lighting effect on the scenery behind him, a recess wash of Agrax Earthshade, then highlights and drybrushes of Troll Slayer Orange, Fire Dragon Bright and finally Kindleflame."

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

IN THE SPOTLIGHT: THE GOLDEN WULFEN PAINTING COMPETITION

The Warhammer store in Wolverhampton holds an annual painting competition named the Golden Wulfen. This month, we focus our omniscient spotlight on the winners of this year's event.

Wolverhampton is evidently a bit of a hotbed for painting talent, with the Warhammer store based there receiving no less than 86 entries for their Golden Wulfen painting competition earlier this year. Staff and customers alike can enter into a number of hotly contested categories. These range from the Blind Bag (any model or set of models up to £20 in value) and the Wulfen's Challenge (any single model chosen by the previous year's winner – in this case, the Orruk Megaboss) to the classic Open Category, where anything goes. Additional one-off awards are also up for grabs, including the Blanchitsu Grimdark award, rumoured to be chosen by John Blanche himself!

2

Adrian Ratcliffe painted this impressive Warglaive-pattern Knight Armiger **(2)**, earning himself the Customer Favourite award in the Open Category for his efforts. So impressed were the (almost 200!) voters with this model, that Adrian also picked up the overall Customer Favourite award! Freehand details such as the chevrons and crenellated patterns that have been added to the model's carapace, shoulder plates and reaper chain-cleaver show the skill that has gone into the paintwork. Subtle details such as the pilot's name and the wave design on the Knight suit's right foot imply a nautical theme.

1

Dan Griffiths cleaned up in the Blind Bag category, winning both the gold and Customer Favourite award in the Advanced division with his superb version of Grand Master Voldus of the Grey Knights **(1)**. By winning first place at the Advanced level, Dan has also earned the right to enter the top painting division from now onwards – the coveted 'Eavy Metal division!

One of the most original submissions was Nathan Cartwright's entry into the Open Category **(3)**, a diorama of an Ultramarines Primaris Intercessor Sergeant taking a lone stand against an encroaching horde of Poxwalkers. Will the lone Sergeant emerge victorious or be dragged down to his doom?

3

4

The Blanchitsu Grimdark award went to Tom Fownes for his Rogue Trader and motley entourage **(4)**, including what we can only assume is a Squat converted from a Kharadron Overlord! The Gothic architecture and muted colour palette (not to mention the abundance of skulls!) is very much in keeping with John Blanche's vision of the Warhammer 40,000 universe and makes a worthy winner.

Sammy Lenton is another winner that earned the right to enter the 'Eavy Metal division by winning the Gold award in the Advanced Wulfen's Challenge **(5)**. The Orruk Megaboss of the Ironjawz was the predetermined model of choice for the category, and Sammy delivered a shining example of what can be achieved by painting a model with an unusual colour palette.

5

7

"After his glorious victory, Matt will certainly have a lot to live up to in the next competition..."

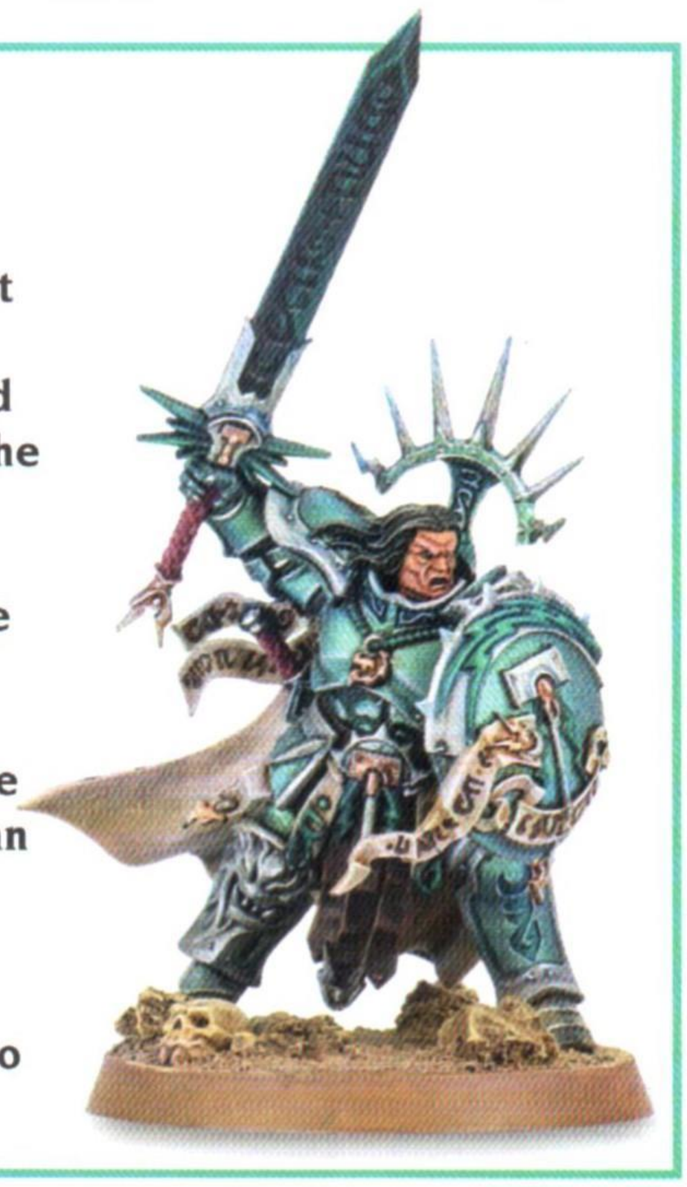
Simon Glazebrook won the gold award in the hardest division of the Wulfen's Challenge – 'Eavy Metal – with his stunning Megaboss in red and bone-coloured armour **(6)**, but was (just!) beaten into silver in the overall awards.

Phil Cross painted this Commissar **(7)**, complete with oozing and bubbling slime leaking from a pipe outlet on the model's base. His sterling work earned him the honour of the Manager's Choice one-off award.

6

WINNER!

This Lord-Celestant Garviel Sureheart was painted by Matt Cunneen. He qualified for the overall awards by winning gold in the 'Eavy Metal division of the Blind Bag category and ultimately picked up the most prestigious award of the entire Golden Wulfen painting competition by winning first place overall! The model's face is especially striking, with clean shading and highlights really bringing it to life. After his glorious victory, Matt will certainly have a lot to live up to in the next competition...



THE WHITE DWARF GUIDE

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Nightvault is the sequel to the much-loved Warhammer Underworlds: Shadespire and all the models, cards and game boards are compatible between the two games. You can find out about the new game and see some of the new warbands in Planet Warhammer and in Opening the Nightvault on page 36.

www.warhammerunderworlds.com

FACEBOOK

The Warhammer Community team look after a range of Facebook pages dedicated to our worlds and games. These are pages for everyone, where you can catch up on the latest news, ask questions, show off your own work and chat with other painters, collectors, modellers, gamers and fans. Visit Facebook to find pages for:

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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, the Dwarfers have tackled a range of hobby projects, both at the painting table and on the battlefield. Michael has continued adding to his Astra Militarum collection by painting a Company Commander, while Simon has painted more Space Wolves for his ever-growing army of bearded space warriors. Matt H and Dan began a new joint project (you can see Dan's first model on the next page) before Dan then took on Jonathan in a few games of Nightvault to try out the new magic rules and warbands. They share their thoughts over the page. And then, on a similar-looking table, Simon and Ben played through the scenarios in the Wake the Dead boxed set. Last but not least, we finish off the magazine with a page full of tanks. Kaboom!

WEAPON OF THE MONTH: A ROSE BY ANY OTHER NAME

Is it a bullet-spewing mega-cannon? No. A mighty daemon blade? Nope. An ancient artefact from the world-that-was? Wrong again. It's the Briar Queen's thorny vine. Why have a blade when you can strangle your foes to death with a rose-bedecked whip, eh?

WAR ZONE: VIGILUS

Simon and Ben got caught up in the ongoing conflict taking place on Vigilus this month, refighting the events that take place in Warhammer 40,000: Wake the Dead. Simon took charge of the Aeldari force after mumbling something about Ultramarines apparently 'not being worthy of his heroic playing style', leaving Ben to command the noble Sons of Guilliman. The events that took place in Wake the Dead got them both thinking about how the fighting on Vigilus has become increasingly fierce over the past few months. Violence has escalated from a relatively contained uprising of Genestealer Cultists in Warhammer 40,000: Kill Team to a larger-scale threat that required the intervention of the Space Wolves to counter in the Tooth and Claw boxed set. Wake the Dead actually opens up a new theatre of war elsewhere on Vigilus. Things are looking increasingly bleak for the war-torn world...

A FINAL HURRAH

As you may have read earlier in the issue, this is Michael's last issue of the magazine (sob, cry). However, he didn't want to leave without a parting gift – a Company Commander to expand his budding Astra Militarum collection. Michael converted him using Cadian Command Squad parts plus the coat and power sword from the Tempestus Scions, a bionic arm from a Skitarii Ranger and a head from the Baneblade sprue.

WOLF BROTHERS

Last month we showed off the some of the latest additions that Simon has painted for his Space Wolves army. Well, as promised, he's finished a couple more – two Primaris Battle Leaders. The one on the right is converted from the Primaris Captain using parts from the Space Wolves Upgrade Pack.

TIME FOR SOME MAGIC!

This month, Dan painted a Knight-Incantor from the Soul Wars boxed set – part of an ongoing project to start a Stormcast Eternals army for the new edition. "The white armour was actually pretty easy," says Dan. "I sprayed the model Corax White, gave it a wash of Administratum Grey mixed with Lahmian Medium to shade it, then repainted all the armour panels with White Scar. For the robes I used Thunderhawk Blue and shaded it with Rhinox Hide. Both of these painting techniques are new to me – I've really enjoyed trying out something new."

VOX CHATTER

This month in Vox Chatter, Simon, Martyn and Jonathan discuss the merits of narrative play gaming.

Simon: It was great fun to watch Robin and Stu retelling the story of the Elucidian Starstiders in this month's Battle Report by fighting their way through the narrative missions. I find that narrative games really put you in the moment.

Martyn: I often find that covering these sorts of cinematic games in White Dwarf articles really inspires me to have a go myself.

Simon: That's exactly why Ben and I decided to play through the narrative missions from the Wake the Dead boxed set. But I'm also a fan of creating a narrative before a game to give it context, as doing so can help you to pick an appropriate mission (you can even tweak it a bit to better fit the story you're telling). In fact, I can't think of the last time I played Andy Clark where we didn't do just that!

Martyn: Yes, creating a narrative helps to give a game structure and direction.

Jonathan: Refighting a narrative is one of my favourite aspects of playing the Middle-earth Strategy Battle Game – you can read the books or watch the movies, then refight the exciting skirmishes and battles on the tabletop afterwards. It also takes the pressure off the players to a certain extent, as the outcome is already determined by the narrative. The fun challenge for the player controlling side that loses in the story is can they do any better?

Martyn: Exactly. History is written by the winner, after all!

OUR FIRST FORAY INTO THE NIGHTVAULT

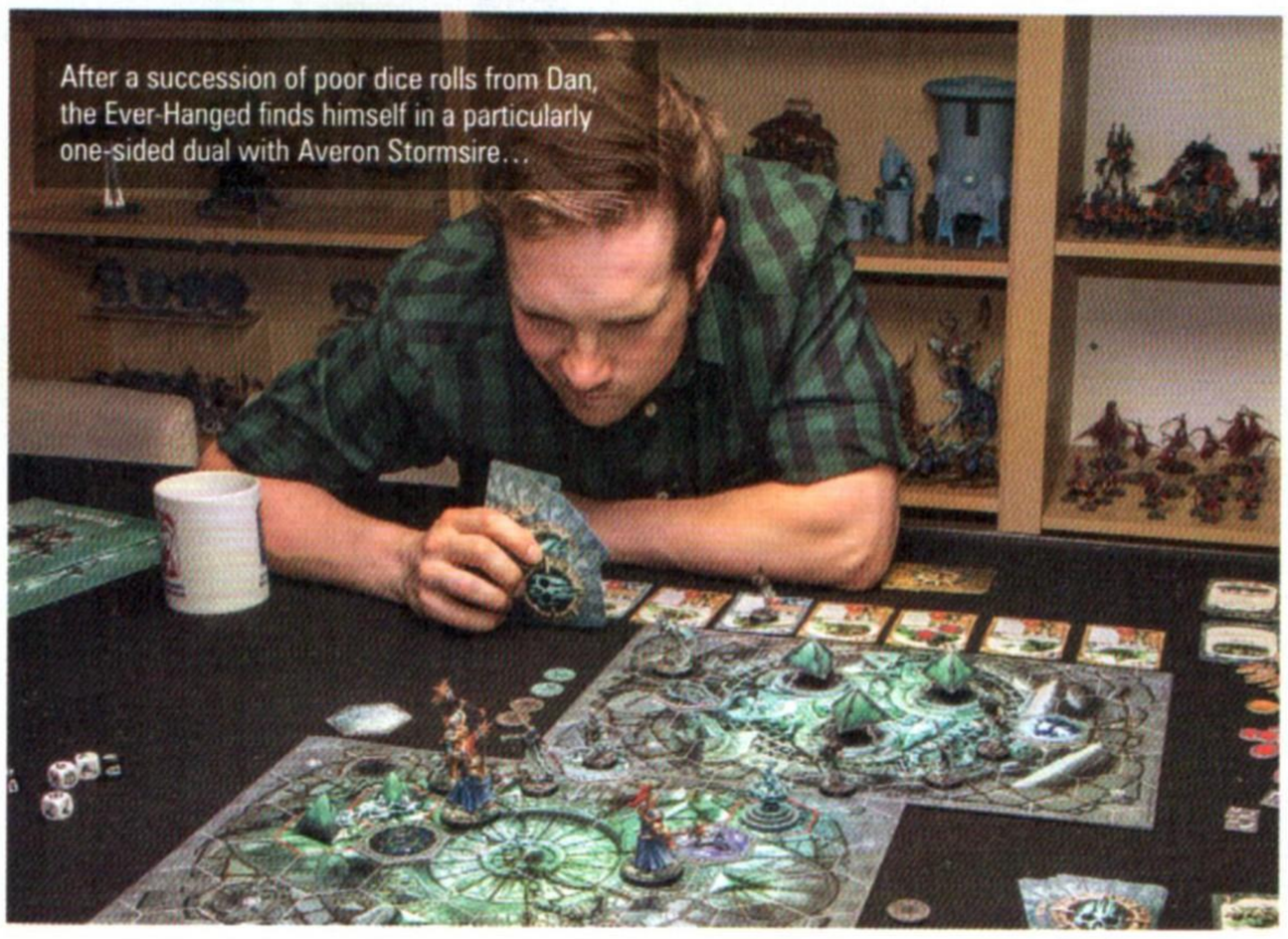
Keen to find out more about Warhammer Underworlds: Nightvault, Dan and Jonathan played their first game using the two new warbands from the boxed set. Here's how they got on.

A THORN IN STORMSIRE'S SIDE

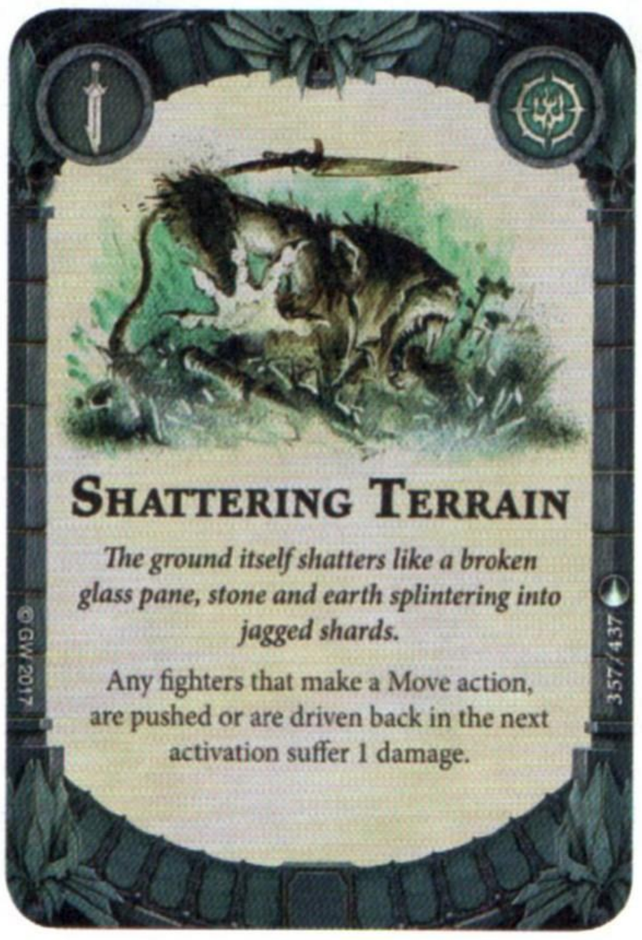
Dan's plan was simple in this match – to get into Jonathan's half of the board as quickly as possible, take some objectives and generally terrorise the Stormcasts. His deck revolved around quite a few of the new Thorns of the Briar Queen cards. Jonathan, on the other hand, planned simply to wipe out the Nighthaunts, reasoning that if they were easy to kill he could rack up plenty of glory that way.

The first round saw both players move their fighters towards the centre of the board, with Dan initiating the first charge – the Ever-Hanged floating towards Stormsire. The Chainrasp failed to do anything at all to the Stormcast, but miraculously survived attacks from both Stormsire and a supporting Ammis in return. In the second round the other Chainrasps began a

Varclav the Cruel herds his spectral minions forward into Jonathan's territory using his unique action. Just what is Dan's cunning plan?



After a succession of poor dice rolls from Dan, the Ever-Hanged finds himself in a particularly one-sided dual with Averon Stormsire…



SHATTERING TERRAIN

Shattering Terrain is a ploy card from Warhammer Underworlds: Shadespire, yet Jonathan included it in his deck when he saw Varclav's special rule. "Varclav enables you to push all friendly Chainrasps up to two hexes," says Jonathan. "It's a handy ability that makes the Thorns of the Briar Queen pretty manoeuvrable. My guess was that if I played this card, Dan wouldn't want to move his Chainrasps as they would all take damage. I was right!"

STORMSTRIKE

"The Stormstrike ploy is specific to Stormsire's Cursebreakers and enables you to do +1 Damage with your next Attack action," says Jonathan. "That may not sound like much, but if you've got an enemy that only has a couple of wounds, you can kill them outright. You can then couple that with the Measured Strike objective, which rewards you for doing exactly the right amount of damage (no more, no less) to kill an enemy fighter. It's about finding those clever combos."

…yet somehow survives! He is then assaulted by all three Stormcast heroes and brutally murdered (again) by Rastus.

Stormsire holds Objective 3 and is surrounded by Chainrasps. He takes three wounds from Varclav, who is inspired by his proximity to the wizard.

sneaky advance – ushered on by Varclav – into enemy territory while the Stormcasts continued to gather around the Ever-Hanged.

By the third round Jonathan played Shattering Terrain to encourage Dan not to move any of his models for a turn, potentially hampering his carefully laid plans. Undeterred, however, Dan used Drifting Advance to move them in Jonathan's next power step, surrounding Stormsire and almost killing him with Varclav. Jonathan's last moves of the game saw him take the central objective, while the Briar Queen floated through Ammis to claim an objective in Jonathan's territory. The game ended nine glory point to six in Jonathan's favour.

Jonathan never expected to claim the Bloodless objective card, but after a round of no one taking any wounds he nabs a last minute glory point.

SO MUCH DEATH

"There are several objective cards for the Thorns of the Briar Queen that work really well together," says Dan. "You can use the ploy Drifting Advance to push all your Chainrasps around an enemy fighter. If you manage to get three of them adjacent to an enemy fighter you can then score a glory point for the Death Sentence objective card. Even better, Chainrasps become inspired when they're adjacent to an enemy. Then you can also claim the Vengeful Dead objective."

The battle ends with the Stormcast Eternals dominating the Nightvaults. Though Stormsire is badly wounded, both Rastus and Ammis survived the battle unscathed.

"The Chainrasps are going to surround Stormsire, get inspired, then eat his soul. His tasty, tasty soul..."

IN THE BUNKER

NEVER ENOUGH GUNS

As regular readers may be aware, a few years ago Dan started painting Leman Russ Battle Tanks with the intention of creating a whole company of them. Well, he took another step to completing his goal this month when he painted another couple of Leman Russ Battle Tanks and a Baneblade. "My friend Jamie challenged me to a game and asked if he could fight my tanks, but sadly I didn't have enough of them for a good-sized game. So I set myself the challenge of painting three more tanks over a couple of weekends to reach 100 power." The tank armour is entirely drybrushed, using Skavenblight Dinge as a basecoat followed by drybrushes of Steel Legion Drab, Karak Stone and Screaming Skull.

NEXT MONTH

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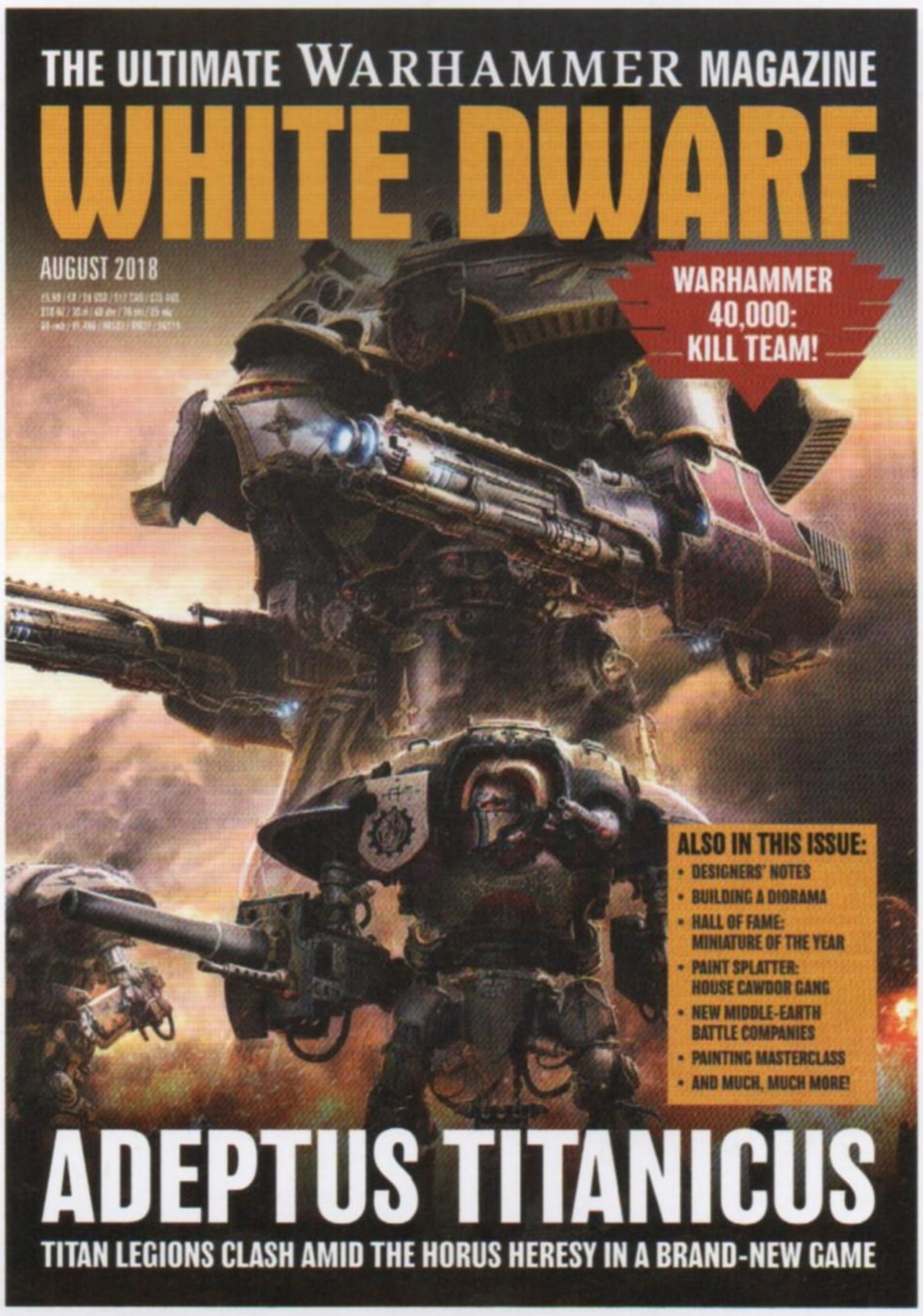

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