

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

DECEMBER 2016



BLOOD BOWL

THE GAME OF FANTASY FOOTBALL KICKS OFF!



USER GUIDE

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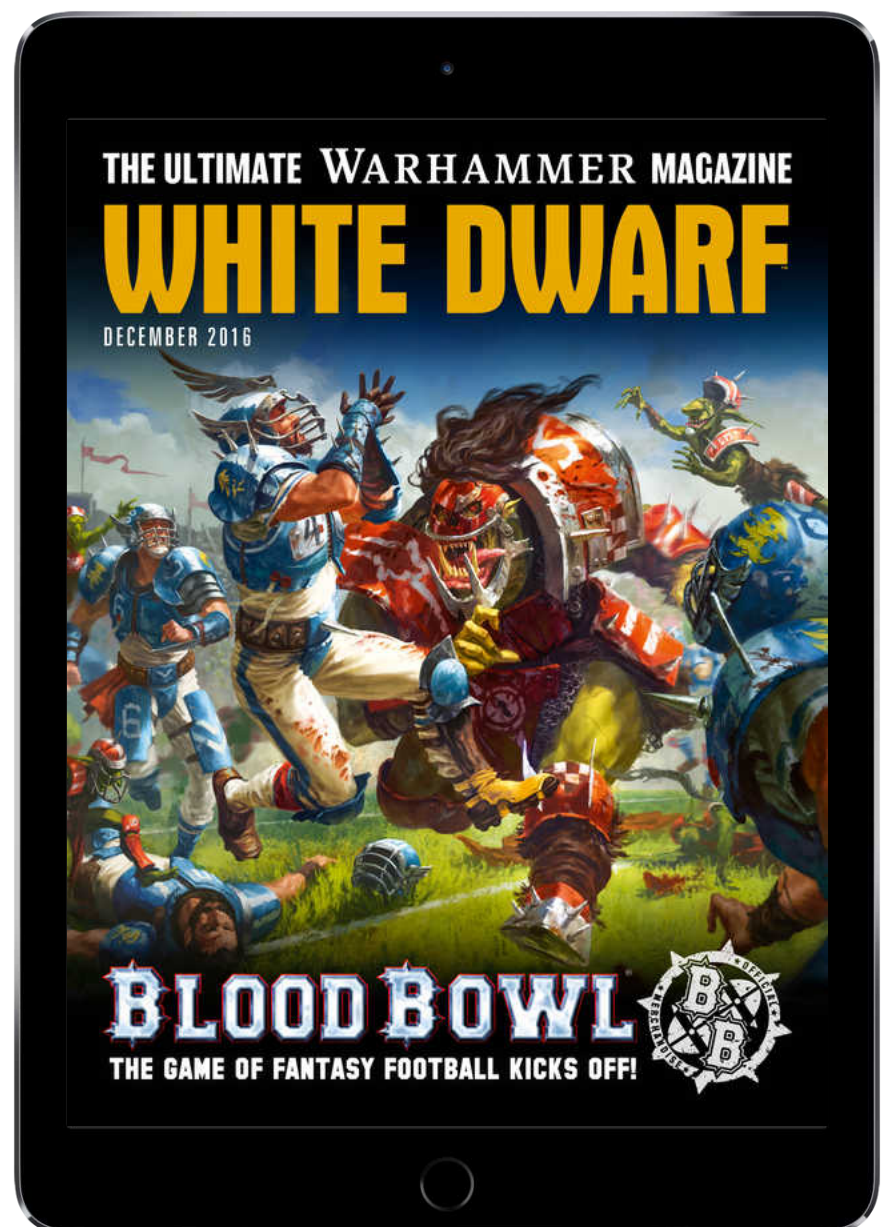
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360

This icon represents a 360 degree image of a miniature.



team@whitedwarf.co.uk

We hope you enjoy the issue!

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.

JIM JOHNSON

Sports Commentator

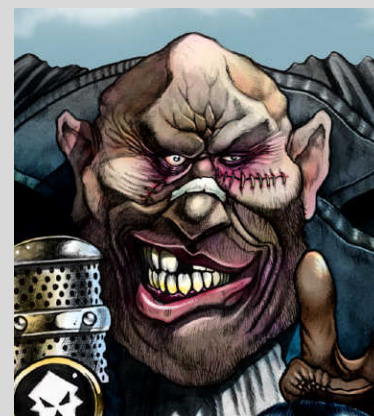
Jim Johnson may have a cheery smile, but don't get too close, because this pasty-faced sports commentator is actually a Vampire. He'll be cropping up throughout the issue, providing you with useful information about Blood Bowl.



BOB BIFFORD

Sports Commentator

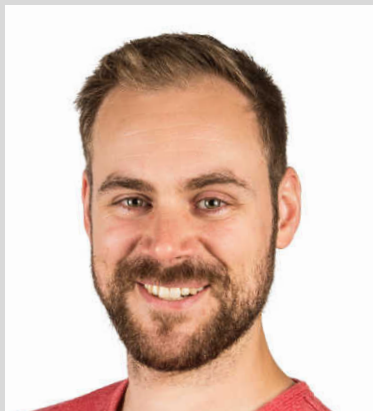
The mighty Ogre known as Bob Bifford used to be a Blood Bowl player until he retired and took up a place in the commentator's box. He's particularly proud of his chair, into which he's worn a lovely butt-groove over the last 30 years.



MICHAEL WIESKE

Production Editor

There's a new face in the team, Production Editor Michael Wieske. As the new Dwarf, it's his job to make the tea and pay for all the biscuits. He also gets to edit all 156 pages of the magazine and take out all of Dan's errant p'unctuation.



REBECCA FERGUSON

Production Lead

When Rebecca's not organising the White Dwarf team (she likens us to squigs in a pen), she's immersing herself in the wonderful world of Black Library. She's also creating a replica of the Bayeux Tapestry, which she'll take to her next battle.



MATTHEW HUTSON

Lead Designer

Matt has been painting like a man possessed this month. He's painted new units for A Tale of Four Warlords, a unit of Scarab Occult Terminators and he's already started work on his Orc Blood Bowl team, which he's painting orange.



MELISSA HOLLAND

Digital Editor

Due to the vagaries of Warp technology, Melissa is only now working on the very first issue of the digital edition of White Dwarf. Which you will already have read three months ago. Weird, eh? She's also painting Alarielle.



DAN HARDEN

Staff Writer

Dan's loyalties have been divided this month. He's been painting a Stompa and Kaptin Badrukk for his Ork army, while also trying to paint a Skaven team for Blood Bowl. He's already coming up with some sneaky team tactics for them.



STUART EDNEY

Staff Writer

Stuart's been terrorising the battlefields of the Mortal Realms with his Tzeentch Arcanites this month, even taking on Andrew King from A Tale of Four Warlords. Stuart blames his home-made nine-sided dice for his defeat.



ERIK NIEMZ

Photographer

Erik was more than a little surprised when he started photographing this month's Battleground – Assault on Muster Tredecimma – not least because he didn't realise how large the board was. It was so big he had to set it up on the floor!



MARTYN LYON

Photographer

Martyn has mostly been playing games this month, honing his dice-rolling for an upcoming doubles event at Warhammer World. His team partner, Warhammer TV's Duncan Rhodes, thinks Martyn's tactics are 'middling at best'.



BEN HUMBER

Designer

Ben has spent time working on his Raven's Watch Space Marines this month. He's also extremely happy he didn't have to make the maps for the Match Report – a duty that fell to Matt this month. Vendetta Gunship update: still not finished.



CHRIS WEBB

Reprographics Operator

Chris has gone a little bit crazy over the story in Wrath of Magnus and he's started building and painting Daemons of Tzeentch in preparation for an invasion of the material realm. He's also been muttering something about Chaos trees...



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CONTENTS

PLANET WARHAMMER

All the news on the latest Games Workshop goings-on.

CONTACT

The letters page. Write to us right here!

THE WOLF AND THE CYCLOPS

Prepare for the Inferno as we take a sneak peek at the seventh book in the Horus Heresy series from Forge World.

HALL OF FAME

“Uhh... which button makes this thing go?”

SPIKE! MAGAZINE

Welcome to the latest edition of Spike! Magazine, featuring all the latest news on the new season of Blood Bowl.

GOOD EVENING, SPORTS FANS

Everything you need to know about Blood Bowl.

BLANCHITSU

John Blanche and his Inquisitorial retinue field their warbands in a multiplayer mega game.

GOLDEN DEMON

World-class and award-winning miniature painting. This month, Dioramas and Duels.

A TALE OF FOUR WARLORDS

We were holding out for a hero. We got four.

TEMPORAL DISTORT

Our magical time portal takes a quick hop back to 2006.

ARMY OF THE MONTH

By Sigmar's gilded hammer, what an army! Ben Johnson shares with us his Stormcast Eternals – the Knights of Azyr.

THE BLOOD BOWL MATCH REPORT

The new season kicks off – the Reikland Reavers take on the Gouged Eye.

ARMIES ON PARADE

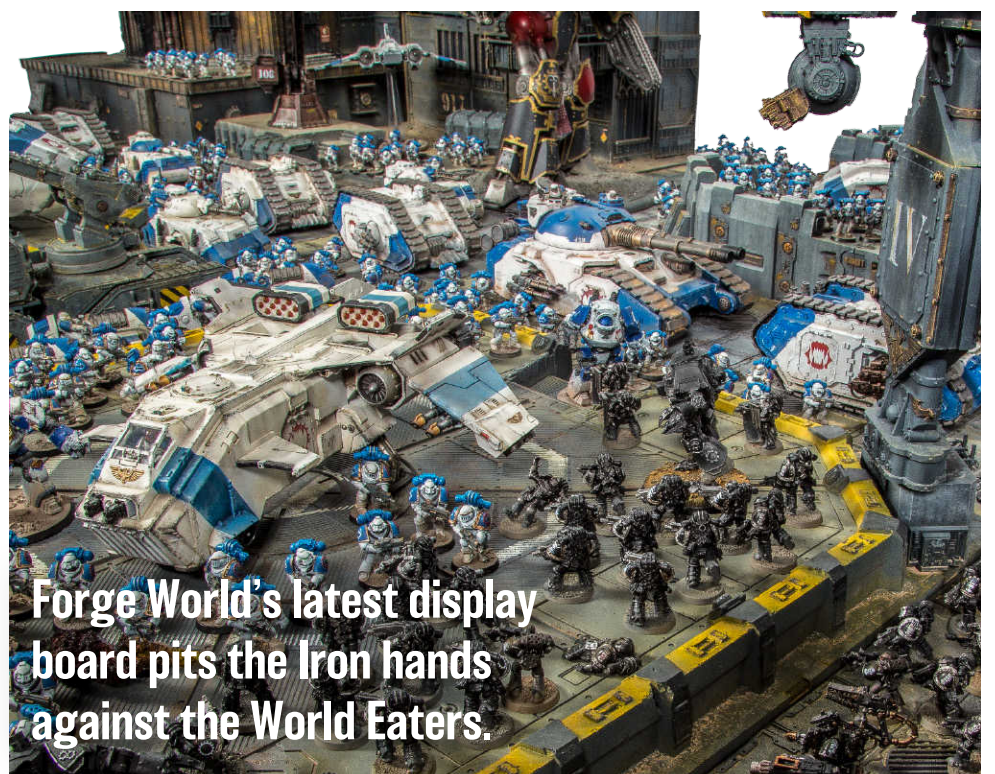
Chaos, Ironjawz, Flesh-eaters and Skitarii arrayed for battle.

NEW RULES!

New rules for Warhammer 40,000, Lost Patrol, Imperial Knights: Renegade and Deathwatch Overkill. Bon appétit!



Magnus the Red is back and this time he will see the galaxy burn!



Forge World's latest display board pits the Iron hands against the World Eaters.

Who needs five Stardrakes? Ben Johnson, that's who! See them in Army of the Month.



'Eavy Metal share the wondrous work of Golden Demon winner Wil Davies.



THE CRIMSON KING

The life and times of Magnus the Red.

'EAVY METAL

Our renowned painters share their advice on painting the Thousand Sons. Plus, a guest gallery of exceptional models.

ASSAULT ON MUSTER TREDECIMMA

A Battleground of heretical proportions.

PAINT SPLATTER

Quick-quick, paint your Skaven team following our handy tips. The Thousand Sons also make an appearance.

BASING MASTERCLASS

A follow-up to last month's basing extravaganza.

PARADE GROUND

What do the Army Painters get up to on their days off? This!

READERS' MODELS

Your greatest works of art, shared here for all to see.

IN THE BUNKER

What we've been up to in the White Dwarf hobby room.

COVER FEATURE: THE NEW SEASON OF BLOOD BOWL

Blood Bowl's back, sports fans, and this issue's got a whole lot of coverage on it.

PLANET WARHAMMER

SPIKE! MAGAZINE

GOOD EVENING, SPORTS FANS THE BLOOD BOWL MATCH REPORT

PAINT SPLATTER IN THE BUNKER



WHITE DWARF™

DECEMBER 2016

WHAT IS THE GAMES WORKSHOP HOBBY?

The Games Workshop hobby is collecting, building, painting and playing games with Citadel miniatures – all hugely enjoyable activities that we strive to explore in White Dwarf magazine. Games Workshop produces a huge range of games involving Citadel miniatures, but these are the ones that all others spring from...



In the grim darkness of the far future, there is only war! Warhammer 40,000 sees humanity besieged on all sides by the traitor, the heretic, the alien and the insidious threat of Chaos. The superhuman Space Marines and the brave men of the Astra Militarum are all that stand between extinction and survival for the human race, the superstitious might of the Imperium utilising arcane weaponry and mighty mountain-levelling war machines in their quest for galactic dominance.



The Age of Sigmar is all about epic battles in an age of unending war, where mighty heroes, titanic monsters and powerful wizards battle for control of the Mortal Realms, and the vile servants of the Dark Gods seek to subjugate all beneath their heels. Can the God-King Sigmar prevail?



WHITE DWARF TAKES TO THE FIELD

Welcome, sports fans! Jim Johnson here welcoming you to a brand new season of Blood Bowl. And, to mark the occasion, we're delighted to be taking over the pages of Spike! Magazine's sister publication, White Dwarf, for a month. So, what have we got lined up for you this issue? Take it away, Bob!"

"Thanks, Jim. Well, for starters, we look ahead to the new season – the same great game you've always known, back and better than ever. [click here](#) to see what the new season has in store, [click here](#) for Spike! Magazine's guide to the game, and [here](#) for White Dwarf's special feature on the greatest game this side of immortality (well, both sides of immortality if you count those pesky Undead). Anyway, it's a great feature and there'll be something for even you league veterans to learn there. Right, Jim?"

"Sure is, Bob. And not only that, we've got live commentary on the first match of the new season pitting the Reikland Reavers against the Gouged Eye. It's two storied teams with coaches struggling for form (*what?! – Ed*). Who will get their season off to a flying – and head-splitting – start? Find out from 3pm Reikland time – that's [here](#) to you!"

- JIM JOHNSON & BOB BIFFORD

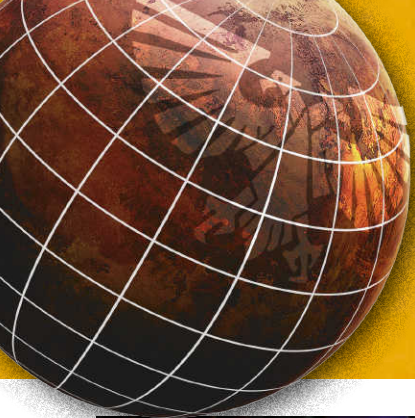


THE OTHER EDITORIAL...

Thanks to Jim and Bob for joining us for a month! Not quite sure what they mean about 'coaches struggling for form', though! Needless to say it's something of a Blood Bowl bonanza this issue, but there's an awful lot more than that with the new Thousand Sons, too, and a whole host of special features and your favourite regulars besides. Oh, and there's another new addition – Michael Wieske, our new Production Editor, joining us from the Design Studio and formerly of Black Library. Enjoy the issue!



Matt K



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!



A THOUSAND SONS

Bursting forth from the very depths of the Eye of Terror this month march the Thousand Sons of Magnus. A far cry from the noble philosopher-warriors of last month's The Horus Heresy: Burning of Prospero, the passing of 10,000 years has rendered many of the Legion into base echoes of what they once were, little more than the ghosts of the past animating suits of gilt-edged armour, led by sorcerer-lords forever driven by a thirst for forbidden knowledge. To mark this occasion, there's a cavalcade of brand new models for the Thousand Sons, such as the Thousand Sons Rubric Marines, Scarab Occult Terminators, Exalted Sorcerers and even Tzaangors, who veterans of the Long War will remember were

SEE THE THOUSAND SONS IN ALL THEIR GLORY FROM [HERE](#) AND CHECK OUT OUR FEATURE [HERE](#).

Above: Magnus the Red leads his Legion against the hated Space Wolves, with his one-time favoured son Ahri-man leading the charge, flanked by the so-called Rubricae.

introduced as natives to the Planet of Sorcerers all the way back in Realm of Chaos: Slaves to Darkness. This month sees the release of the follow-up to War Zone Fenris: Curse of the Wulfen, War Zone Fenris: Wrath of Magnus. This latest supplement sets the scene for Tzeentch's favoured sons to exact their long-awaited revenge on the Space Wolves, and who else could lead the XV Legion in battle? Ahri-man? He may have a cracking new model, but Magnus the Red, the Crimson King himself, is leading the charge against the hated scions of Fenris, with a titanic new miniature, the first Daemon Primarch (or Primarch at all!) to ever be released in plastic. With the chosen of Tzeentch on the warpath, the Warhammer 40,000 galaxy will never be the same again!



BLOOD BOWL!

Yes, it's back. One of the most sought after and eagerly awaited releases of the year, Blood Bowl, the game of fantasy football, is finally here. You can get a first look at the new Human and Orc teams below, and turn the page to see the brand new boxed game.



WRATH OF MAGNUS

10,000 years ago, Magnus betrayed the Emperor and led his Legion into damnation. Changed and warped into a monstrous Daemon Primarch, he has since dwelled largely in the Immaterium. Until now, that is... click [here](#).



HERETICAL TOMES

Magnus and his Thousand Sons aren't the only denizens of the Warp making an appearance this issue. There's a new Codex supplement for the Traitor Legions and some damned Apocrypha over on [here](#).

A NEW BLOOD BOWL SEASON KICKS OFF

This month, Blood Bowl, the game of fantasy football – and one of the most loved and famed games in the history of Games Workshop – is back! With a brand new boxed game featuring plastic Human and Orc teams, a double-sided, full-colour board, rulebook, cards, counters, templates and dice, a brand new season is

about to begin. Perhaps the most eagerly awaited release this year, the boxed game is just the start, with the first Death Zone supplement and the first of a range of brand-new teams also coming this month. Don your pads and get ready, folks...

**TURN THE PAGE
TO SEE THE NEW
BLOOD BOWL IN
ALL ITS GLORY!**



SPACE HULK RETURNS

Prefer to fight your battles in the claustrophobic confines of a derelict starship full of aliens? Then you'll be happy to know that Space Hulk is back! Pitting the Blood Angels 1st Company

against a brood of Genestealers, this classic game requires clever tactics and quick decision-making (plus a lot of lucky dice rolls) if you want to prevail against the alien menace.



JIM AND BOB'S TOP FIVE BLOOD BOWL FACTS

5 Did you know... Blood Bowl began long ago when two warring armies chanced upon an ancient tome dedicated to the lost god Nuffle, recounting ritual rites for something like the game we know today. Battle was swiftly abandoned and the first game of Blood Bowl played instead!

4 Thanks to the cutting edge magical devices known as camras (named for the Campaign for Real Arcanery), Blood Bowl is broadcast all over the world, exclusively on Cabalvision. Check your local listings!



PLANET WARHAMMER

BLOOD BOWL INSIDE THE BOX...

What is it?: Blood Bowl is the game of fantasy football. A much-loved classic game, it's appeared in several editions over the years. This one will be familiar to anyone to have played it from the mid-1990s onwards, although there are slight changes.

What's in the box?: Everything you see here, which is, in short, everything you need to play the game dozens or even hundreds of times: two teams (Human and Orc), the field, dugouts, full rules, cards, dice, counters and more.

But Blood Bowl's a bit bigger than that, isn't it?: It is indeed. Blood Bowl is played by all kinds of fantasy races, from runty Goblins to preening Elves and monstrous Ogres, so new teams will be released over time, but Blood Bowl is about more than just adding new teams. You can organise leagues, where players develop and acquire skills (and meet sticky ends) over time and compete over weeks and months with your friends and rivals. There's also a raft of optional advanced rules, special play cards and Star Players to add to your games.

Player Cards

Handy reference cards for players of each position, for both the Human and the Orc teams.

Special Play Cards

Random Events and Miscellaneous Mayhem to unleash upon your opponent at opportune moments.

Scatter Template and D8 dice

Kick-offs, wayward passes, dropped balls – the scatter template is used to determine where each of them ends up. Then the violent scramble to recover the ball can commence...

The Footballs

You can't play a game without them – though having possession of one can be more a curse than a blessing. Like the coins, these come on the sprues with the players so each team has their own design. Conveniently, they plug into a player's base.

Blood Bowl Coin

How do you decide who kicks off? With a coin toss, of course! And the coins aren't just part of the game – they appear on the plastic sprues with the models, so each team has their own design.

Throw-in Template

If the ball goes out of bounds, don't worry – the crowd will happily throw it back in for you. You just can't be sure which direction they'll throw it in, or how far...

Dice (D6, D8 and D16)

The D6 are used for players' attempts to dodge, sprint or pick up the ball, armour rolls to determine if a player is injured, how far a kick-off will scatter and more. The D8 is used for bouncing balls and the like, while the D16 is used to select random players for certain purposes (not always advantageous to the player in question...).

Star Players

There are four Star Player cards for some of the most legendary Blood Bowl players of all time. There are no models for these players in the box but as your team grows in status you might consider recruiting one.



LATEST NEWS

Range Ruler

The range ruler tells you the distance of any of your attempted throws, which determines your chance of success. From quick passes to long bombs, these thrown passes are the name of the game in Blood Bowl. (Well, Blood Bowl is the name of the game, but you know what we mean.) Pull them off and you'll be moving the ball downfield quicker than a Halfling on his way to the hotdog stand. Miss, and you'll hand the initiative (and quite possibly the ball) to your opponent. Passing is the epitome of a high risk, high reward strategy.

The Playing Field

The field on which Blood Bowl is played is divided into squares used to measure movement. Each square can hold only a single player at a time (anything else just leads to trouble). The End Zones at either end of the field are the parts that matter. Get the ball there in the possession of a player and you score a touchdown.

Reference Sheets

Everything you need to know at a glance. The rules of Blood Bowl are straightforward so after a couple of games you'll find the reference sheets are all you need, for the most part.

The Dugout

Away from the action on the field, a lot of important stuff happens in and around the dugout. There's two in the box, double-sided with Human and Orc designs.

1. The Sidelines: Home to you – the team coach – and sundry other staff, such as apothecaries, cheerleaders and wizards.

2. Score Track: Where you keep track of those all-important touchdowns. After the coin toss, you can place the coin here and move it along with each of your scores.

3. The Reserves Box: Sometimes the eleven players on the pitch simply won't last the game. Keep your reserves here, ready to be called upon.

4. Knocked Out Players Box: On-field injuries are all-too common in Blood Bowl (or not nearly common enough, if you ask a lot of the fans) and those knocked out cold end up here. They might return...

5. Dead and Injured Players Box: ...which is more than can be said for the players who end up in here. At best, they're out for the rest of the game. Possibly longer. Possibly for good.

6. Turn Track: A Blood Bowl game comprises two halves, each of eight turns. Use your team token (each team has their own, included on the plastic sprue with the players) to keep track. If you don't, your opponent can call illegal procedure, costing you a turn or a precious re-roll.

7. Re-rolls Track: Every successful Blood Bowl team needs a bit of a luck. Re-rolls go some way to helping you find that. Use a team token here to keep track of how many you have left for the half.

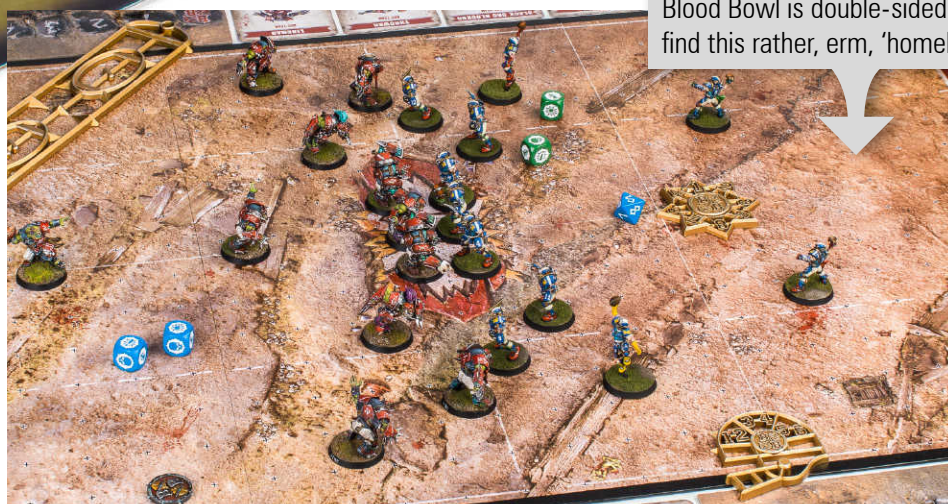
Block Dice

Used to decide the outcome of blocks between players. You roll one or more blocking dice depending on the relative Strength of the players involved, with the stronger player's coach choosing which result to use – anything from defender down or pushed back to attacker down or both down! Pretty much as it sounds.



THE TEAMS

The box includes an Orc Team and a Human team, each with twelve players represented by miniatures. These players play in a number of different positions, such as linemen, throwers and blitzers. Almost all teams make use of linemen, and throwers are also a common sight, while other specialised positions vary from team to team – Humans make use of nimble catchers, for example, while Orc teams look to the might of their Black Orc blockers.





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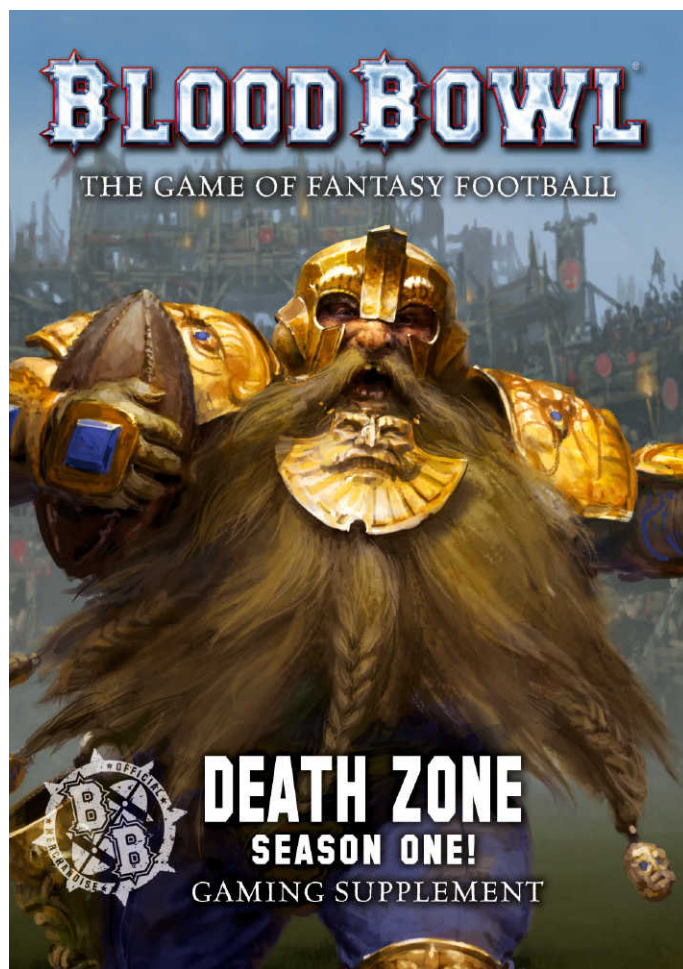


BLOOD BOWL

DEATH ZONE: SEASON ONE!

If you already know you'll love the new season of Blood Bowl, grab yourself Death Zone: Season One and add more chaos to your matches!

Within the first gaming supplement for this latest iteration of Blood Bowl you'll find rules for Dwarf, Skaven, Nurgle and not one, not two, not five, but four different flavours of Elf teams! Link your matches together with the League system, and get your friends together to take a team of wet-behind-the-ears rookies all the way to the top! But how will they advance? With brand-new skills and abilities, of course! Make your players your own as they accrue experience, turning Black Orcs into absolutely unstoppable bruisers and Gutter Runners into one-turn touchdown machines. And if your own players aren't enough, why not hire one of the legends of Blood Bowl from the gallery of Star Players? They may not come cheap, but they can change your fortunes! And if you fancy taking an entire team of players at the height of their prowess, why not try out Exhibition Play? Whatever way you choose to play it, Blood Bowl is back and better than ever!



DEATH ZONE: SEASON ONE

Pre-order: Now

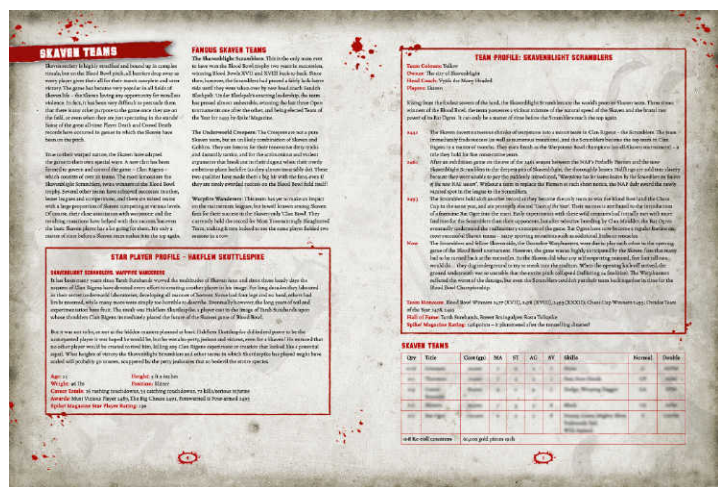
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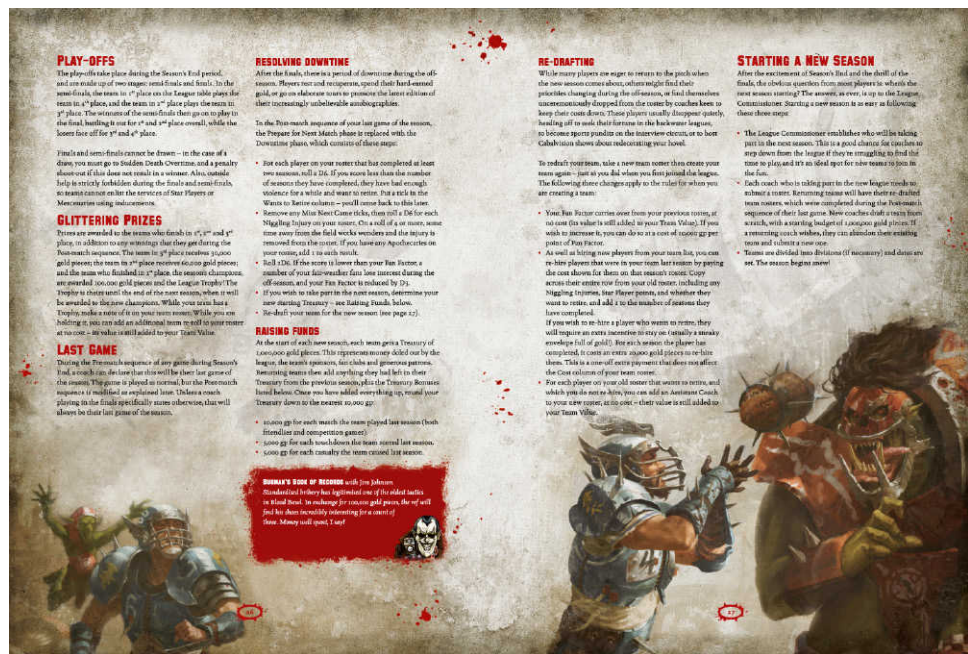
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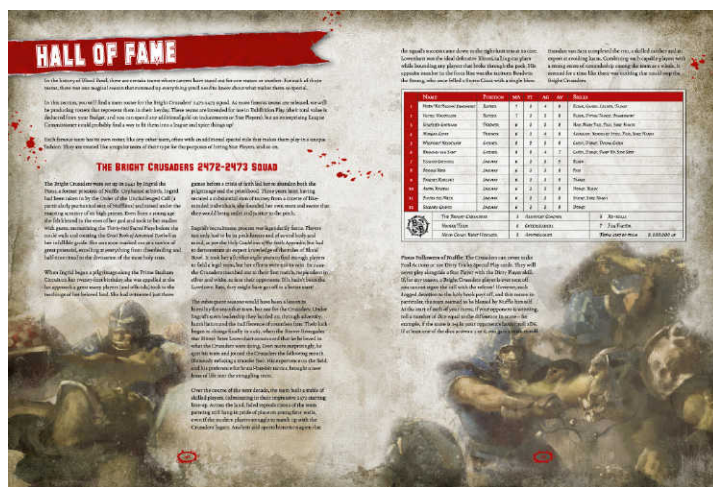


3

From the Nurgle Rotters to the Skavenblight Scramblers (1), there's plenty of teams to test your skills as a coach.

You can also try your hand leading famous teams like the 2472 Bright Crusaders in Exhibition Play (2) and see if you can do better!

Leagues and Seasons are a great way to get your friends together for a few games (3) as well as show off just who is the best Blood Bowl coach (that's you!).



2



JIM AND BOB'S TOP FIVE BLOOD BOWL FACTS



3

Weapons are expressly forbidden in Blood Bowl, and adherents believe the great god Nuffle laid down the rules as a way of resolving differences without open warfare.

The difficulty, however, is that what constitutes a 'weapon' is poorly defined in the rules. Consequently, most teams make use of spikes, blades and knuckle dusters under the rather broad caveat provided by the rules for 'personal protection equipment'. That's before even considering the sheer underhandedness of taking to the field with a chainsaw or poison dagger, of course...

BIT (BALL) OF THE MONTH

Blood Bowl has plenty of balls to choose from, and a White Dwarf favourite has to be the Gouged Eye's ball-squig. Not only does it look suitably squig-like (insane and furious), it seems some enterprising goblin tried to saw its legs off to make it more ball-like! Just don't ask where they stick the pump in.



SKAVENBLIGHT SCRAMBLERS

The Skavenblight Scramblers are amongst the slipperiest customers in the whole of the league, lowdown dirty rats in more ways than one. No trick is too crooked for the premier Skaven team, from replacing the traditional pigskin with warpstone-laced duplicates, to their Gutter Runners gleefully thumbing their pointy whiskered noses at one of the game's (very few) prohibitions by carrying sneaky shivs onto the playing field for the odd crafty stab. Moving across the playing field like warp lightning, when the Skavenblight Scramblers have the ball there's little that can stop them bar a well-aimed punch. The trick, as always, is actually hitting the blasted ratmen!

Within this box, you'll find 12 plastic Skaven players (six Linemen, two Throwers, two Blitzers, and two Gutter Runners), two plastic team tokens to represent turn markers or score counters, two plastic coins, and six Skaven footballs (two with plugs to pop into a base to show who's got the ball, leaking highly noxious warpstone fumes, and four more, looking suspiciously like ball-shaped lumps of warpstone). Whilst the rules for putting together your own Skaven team are covered in *Death Zone: Season One* (also out this month), if you want to get started playing straight away, the box contains rules for playing the Skavenblight Scramblers, with a 1,000,000 GP team roster included in the box.





PLANET WARHAMMER



BLOOD ON THE SNOW

If you fancy a suitably seasonal pitch for your games of Blood Bowl this time of year, but don't want to set up the board in your freezing back garden, this officially licensed Blood Bowl board (accept no substitutes!) has got you covered!

Not only does this double-sided pitch represent the Human and Orc pitches in the depths of midwinter, but it comes with a unique Weather table for those frigid climes, adding a bit of wintry carnage to your games.



BLOOD ON THE SNOW

Pre-order:

02 Dec

Available:

09 Dec

£18, €23, 185dkr,
226skr, 195nkr, 90zł,
USA \$32, Can \$36,
AU \$50, NZ \$60,
¥4,100, 185rmb,
HK\$245, RM115,
SG\$40



NEW CITADEL SPRAYS XL SPRAYS

Big projects require a big spray can, and just in time for your wintry hobby haul, we've a brace of spray undercoats that'll be certain to get your army ready for the touch of the brush.

Coming in spicy Chaos Black and cool Corax White (*please don't eat the spray paint* – Ed), these colossal cans contain double the amount of paint of their normal siblings, so you won't run out of spray mid-squad!



XL SPRAYS

And now you've got your models undercoated, they're going to need a basecoat. Out this month is the first Citadel Terrain Spray, Stormvermin Fur. Specially formulated for greater coverage, it's ideal for spraying up your Realm of Battle tiles, or even your miniatures if you're so inclined. Also making its debut is the Citadel Spray version of Averland Sunset, and the triumphant return of The Fang in a spray can.

CITADEL XL SPRAYS

Pre-order: 26 Nov

Available: 03 Dec

£15.60, €20.25, 150dkr, 180skr, 180nkr,
78zł, USA \$25.50, Can \$30, AU \$43.50,
NZ \$51, ¥3,600, 150rmb, HK\$210,
RM97.50, SG\$37.50



CITADEL SPRAYS

Pre-order: 26 Nov

Available: 03 Dec

*Release dates may vary in some areas.
See website for prices and details.*



WHITE DWARF'S FAVOURITE BLOOD BOWL TEAMS

THE HOT PICKS FOR THE NEW SPORTING SEASON FROM THE WHITE DWARF BUNKER



HUMANS

14%

Who voted for Humans? Despite the office being primarily staffed by humans (we think, we sometimes worry about the writers) they don't have the popularity of their fantastic rivals.

DWARFS

40%

In a turn of events that surprises no one, it turns out the White Dwarf team like Dwarf teams! Far be it from us to suggest that there might be a hint of bias and a fudging of the figures...

GOBLINS

6%

Chris has a soft spot for the Goblins, having amassed a team of them (so old they're made from lead, no less!), winning some rather tidy victories when they aren't being beaten up by Dwarfs.

SKAVEN

13%

Having recently painted up his Skaven army for Armies on Parade, Dan's put his warpstone tokens on the ratmen, opting for a cheery pink and yellow scheme, much to the concern of his colleagues.

ORCS

20%

The Orcs are a popular team in the bunker, with Martyn, Chris and Matt Hutson forming new teams. Big boss Matt Keefe even led a team of them in this month's match report.

CHAOS

7%

Stuart's thrown in his lot with the Dark Gods, yet despite having played Blood Bowl for years, he still doesn't realise that the object of the game is to score touchdowns and not kill the other team.

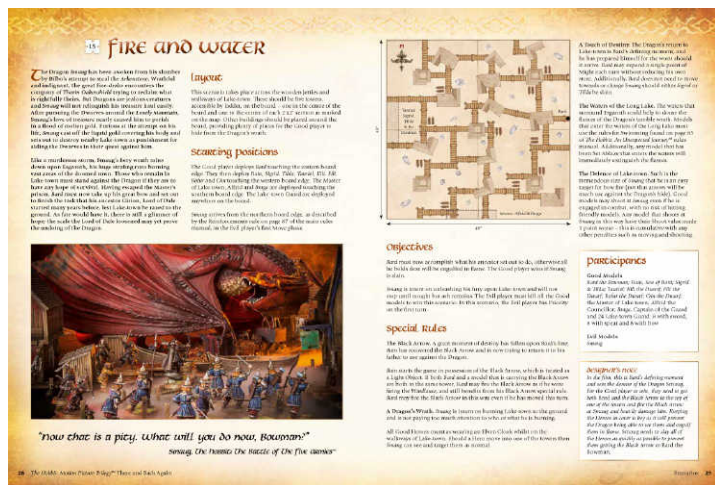
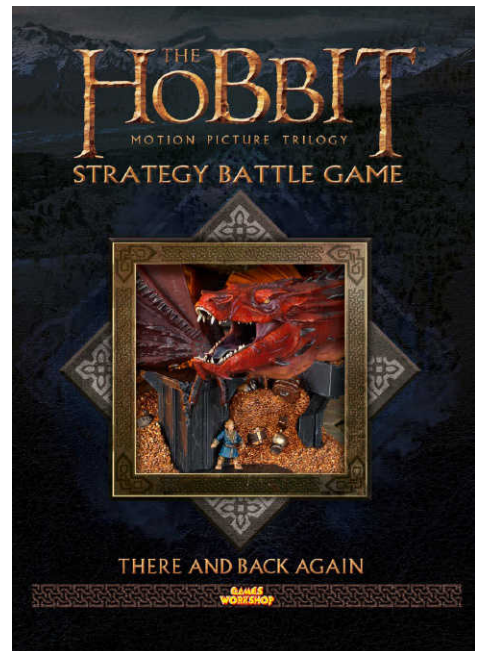
LATEST NEWS

THERE AND BACK AGAIN

If you're a fan of *The Hobbit: An Unexpected Journey*™ Strategy Battle Game, then *The Hobbit: Motion Picture Trilogy*™ There and Back Again is for you. This latest and greatest supplement to the core rules covers the characters and events of *The Hobbit: The Desolation of Smaug*™ and *The Hobbit: The Battle of Five Armies*™ with a whole slew of new and updated rules.

Contained within are rules for over 70 heroes and warriors from the films, such as Dain Ironfoot, Lord of the Iron Hills. And if having rules for practically everything you could imagine from the latter two films wasn't enough, *The Hobbit: Motion Picture Trilogy*™ There and Back Again has a jaw-

dropping 30 (that's right, 30!) new scenarios, with 25 scenarios continuing the campaign that was started in *The Hobbit: An Unexpected Journey*™ Strategy Battle Game, and five historical scenarios taking place before the events of the trilogy, such as the destruction of Dale, City of Men, giving you an absolutely massive campaign of 37 distinct scenarios when combined with the rulebook, with each having an effect on subsequent battles. If you've ever longed to refight the entirety of *The Hobbit: Motion Picture Trilogy* from the comfort of your own Hobbit hole, *The Hobbit: Motion Picture Trilogy*™ There and Back Again is an absolute must!



All the key events from *The Hobbit: The Desolation of Smaug*™ and *The Hobbit: The Battle of Five Armies*™ are there for you to recreate, giving you a huge amount of gaming material for your battles in Middle-earth™.

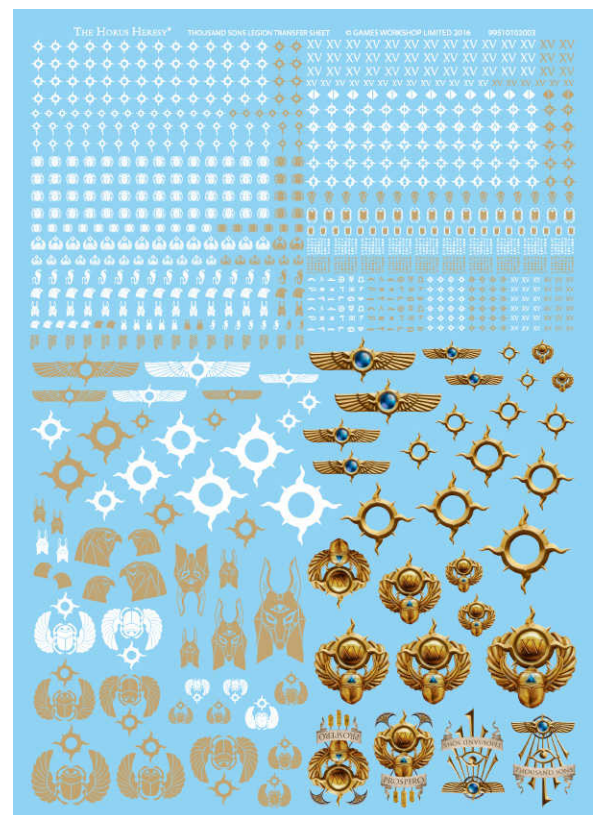
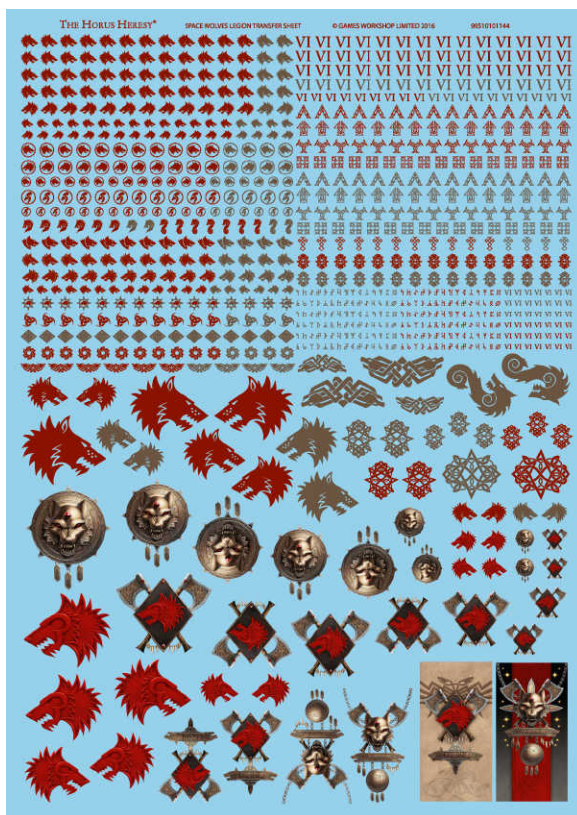
And if that wasn't enough, the supplement also contains new army creation rules, granting bonuses to armies chosen solely from a single army list.

NEW HORUS HERESY TRANSFER SHEETS

If you have the pangs to add some personal touches to your Space Wolves or Thousand Sons in the Horus Heresy, Forge World have you covered with two new transfer sheets.

Absolutely festooned with runic markings, arcane devices and Legion symbols and squad markings, whether you're a stoic son of the VI Legion or a dedicated acolyte of the Crimson King, you'll have plenty of choice to help make your Legionaries stand out on the battlefields of the Heresy.

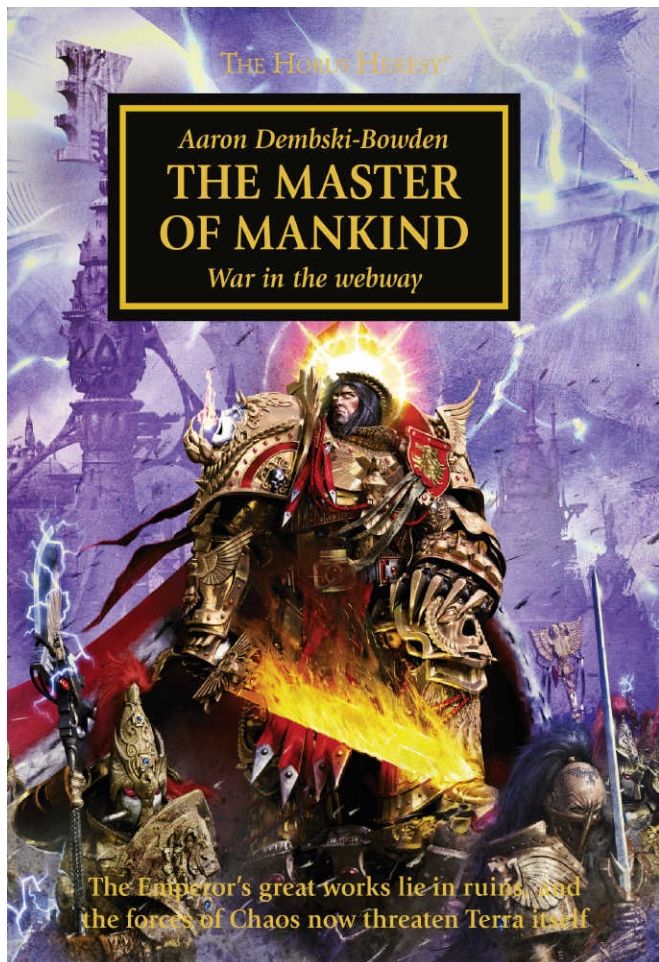
However, there's nothing to say such markings can't also find a home in the 41st Millennium.





PLANET WARHAMMER

TALES FROM THE BLACK LIBRARY



FEATURED BOOK

THE MASTER OF MANKIND

By Aaron Dembski-Bowden | Hardback | 416 pages | 03 Dec

Of all the mysteries of the Horus Heresy, one of the most enduring has been: “Just what was the Emperor up to?” There have been rumours and hints, and in *The Master of Mankind*, Aaron Dembski-Bowden pulls back the curtain and gives us some answers. But when your central figure is the Emperor of Mankind himself, every answer you give only throws up a dozen more questions...

This is without a doubt Aaron's finest hour. With a compelling cast, tantalising hints of yet more mysteries, and plenty of action and carnage, it will be sure to earn a place on any Black Library fan's bookshelf. Yet the best part of the book is Aaron's portrayal of the Emperor. To say he is all things to all men doesn't do it justice, but the questions you may have of the Emperor, his role in the Horus Heresy, and just what he was up to are explained. The answers, however, may very well shock you...

WAR IN THE WEBWAY

AS THE SERIES APPROACHES ITS END, WE LOOK BACK AT WHAT MAKES IT GREAT, A FEW FAVOURITE MOMENTS, AND MORE...



TAP THE COVERS TO ENLARGE THE IMAGE

FABIUS BILE: PRIMOGENITOR

By Josh Reynolds | Hardback | 320 pages | 10 Dec

Known by innumerable grim sobriquets across the galaxy, Fabius Bile is hated and feared by even his fellow renegades. When one of his former pupils comes before him with a tempting prospect, Fabius may be taken one step further, to apotheosis – or oblivion. And, if you're a true acolyte of the Clonelord, there is also a limited edition of 1,250 signed copies, with an author's introduction and a short story exclusive to this edition, all bound in something disturbingly like leather...



BLOOD BOWL OMNIBUS

By Matt Forbeck | Hardback | 240 pages | 26 Nov

If all the fantastic new Blood Bowl action just isn't enough for you, or you fancy a little light reading as you travel between matches, Black Library have re-released their classic quartet of Blood Bowl novels in luxurious hardback form, inside a specially designed slipcase, a prize fit for the most discerning coach or the most hardcore of fans. If you've wanted to read Matt Forbeck's classic Blood Bowl novels – Blood Bowl, Dead Ball, Death Match, and Rumble in the Jungle – you've never had a better chance to get stuck in!



SPACE MARINE LEGENDS: AZRAEL

By Gav Thorpe | Hardback | 192 pages | 17 Dec

Who else but Gav Thorpe could tell the tale of the Supreme Grand Master of the Dark Angels? Like all his kind, Azrael is a being steeped in shadow and ritual, but in Space Marine Legends: Azrael, Gav sheds a little light on the history of the current wielder of the Sword of Secrets, giving readers a glimpse at how he reached such a lofty position in that most mysterious of Space Marine Chapters, as he leads the Dark Angels to war against the perfidious agents of the treacherous Night Lords.



FIVE QUESTIONS

GAV THORPE

A frequent contributor to Black Library, Gav was once one of Games Workshop's Games Designers, shaping the worlds of Warhammer and Warhammer 40,000, before striking out on his own as a freelance author in 2007.



“The story moves away from a military sci-fi to one more rooted in fantasy tropes... That whole aspect made it great fun to write!”

1. What drew you to the Dark Angels Chapter, as a writer and a fan?

The appeal of the Dark Angels is that they come with pre-packaged conflict. The layers of secrecy and misinformation around the Chapter, as well as competing agendas sometimes, all create fresh soil on which to sow a story.

2. What were the challenges of writing about such a singular character as Azrael?

With Azrael I wanted to show him at the moment of transition, the act of ascending to Supreme Grand Master which will lead him to become the character as we know him!

3. What was your favourite part of the book?

I enjoyed the 'testing' the most – the trials inflicted upon Azrael by the Watchers in the Dark to prove his worthiness. It's a sequence that is uniquely Dark Angels. From the end of the opening act with the Deathwing the story moves away from military sci-fi to one more rooted in fantasy tropes... That whole aspect made it great fun to write!

4. Who was your favourite character?

Ezekiel – the Merlin to Azrael's Arthur. The idea of the enigmatic yet powerful advisor, party to secrets not even the Supreme Grand Master is aware of, is very appealing. The trick was making sure Ezekiel didn't upstage Azrael in their scenes together!

5. You 'invented' the Mastodon in The Lion. Are there any other creations you hope to see on the battlefield one day?

There's been a friendly cold war between the designers and authors to come up with the coolest Legion wargear and vehicles! For my part, I've been sneaking more cool things in like the Shadowhawk and Whispercutter.



PLANET WARHAMMER

VIDEO GAMES NEWS

Space Hulk: Deathwing takes place aboard a moon-sized space hulk (unsurprisingly), absolutely riddled with Genestealers. Created from the remains of countless lost starships moulded into a single mass by the vagaries of the warp, the setting of Space Hulk: Deathwing offers plenty of different environments as backdrops to your sacred mission to purge the hulk of the xenos in the Emperor's name. Who knows what wonders you might glimpse?



SPACE HULK: DEATHWING

SPEED FREEKS

Artcode's cracking new offering for iOS puts you in the driving seat as an Ork who's showed up just a little too late for the Waaagh! Instead of chalking it up to inexperience, he's racing off to the front lines, smashing aside any and all who get in his way.

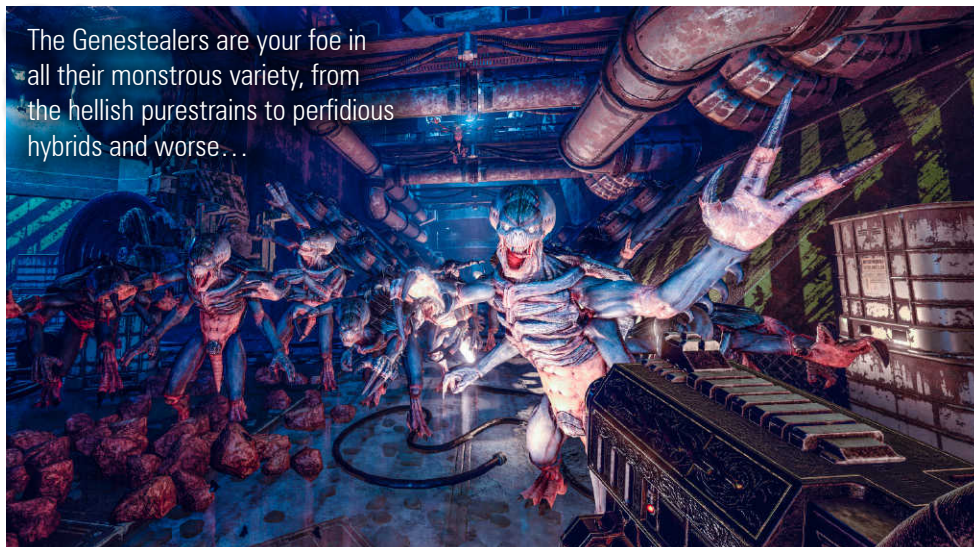
A fantastic take on the endless runner genre, you can unlock over 40 kustom vehicles to blitz through the game with. And best of all? It's free to play!



Out this month for PC (Xbox One and PlayStation 4 coming soon) is the brilliant new first-person shooter from Streum On Studio, Cyanide Studios and Focus Home Interactive – Space Hulk: Deathwing. As you might expect, Space Hulk: Deathwing puts you in the Terminator Armour of one of the Dark Angels Chapter's 1st

Company, but you also don't have the blue of the Librarian and combine the sacred armaments of the Deathwing with the mysterious powers of a psyker as you unlock new skills, relics, powers and weapons in your oath-sworn quest to purge the hulk of Genestealer filth. For the Lion and the Emperor!

The Genestealers are your foe in all their monstrous variety, from the hellish purestrains to perfidious hybrids and worse...



JIM AND BOB'S TOP FIVE BLOOD BOWL FACTS

2

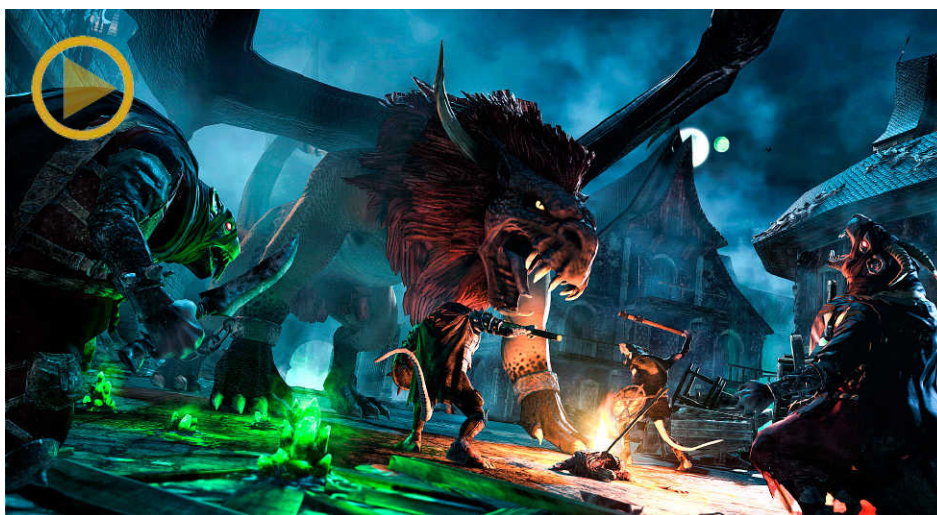
Nothing brings people together like Blood Bowl, except maybe all-out warfare. You'd be hard-pressed to find a race or nation that hasn't got at least a few teams kicking around. Whilst Humans make up the majority of players (if you count the Undead and the followers of Chaos), there are huge numbers of Orc, Dwarf, Elf and Skaven teams. Even the likes of Halflings (and Fishmen, if you believe the rumours) have taken to the field. There's even murmurings of Daemon leagues in the Realm of Chaos, which has led to more than a few Chaos coaches hoping to sign a Bloodthirster next season!



MORDHEIM: CITY OF THE DAMNED

Rogue Factor's fantastic adaptation of the classic Games Workshop skirmish game is finally coming to consoles! Mordheim evokes a blend of tactical turn-based combat and RPG elements, as you lead your warband of hand-picked warriors to glory in the City of the Damned.

With five warbands to choose from (Mercenaries, Sisters of Sigmar, Skaven Clan Eshin and the Cult of Possessed, with the fifth warband, the Witch Hunters, as DLC), each replete with unique units you can personalise and customise to your satisfaction, you can lead your warriors through the single-player campaign or against your friends in head-to-head multiplayer battles. If you've felt the pull of Mordheim but never taken the plunge, now's your chance.



COMMISSAR COAT

For the well-to-do fan about town, Musterbrand offer exclusive apparel, including this strictly limited (only 500) Commissar coat. Get yours from **musterbrand.com**



WARHAMMER ART

If your hobby room walls need a little brightening up, why not add an iconic piece of Warhammer 40,000 artwork? With prints from all corners of the galaxy, you're bound to find something you like. Check it out and order direct from **warhammerart.com**



BATTLEFLEET GOTHIC: ARMADA

Take the Greater Good to far-off stars with the latest DLC fleet for Battlefleet Gothic: Armada. The Tau Kor'Or'Vesh fleet might be rather slow and fragile when compared to the likes of the Eldar and Orks, but in true Tau style, make up for any apparent shortcomings with overwhelming firepower and technological sophistication. Through boldness, victory!



WARHAMMER 40,000: SANCTUS REACH

Slitherine's brand new, fully 3D turn-based strategy game puts you at the heart of the war for Sanctus Reach, with two brilliant single-player campaigns (Stormclaw and Hour of the Wolf, which'll be familiar to fans of the Sanctus Reach tabletop campaign), to say nothing of the skirmish mode, map generator and multiplayer mode as well.



WARHAMMER 40,000: ARMAGEDDON – DA ORKS

Crush da humies in the green-skinned follow-up to Warhammer 40,000: Armageddon. A perfect choice for fans of deep turn-based strategy.



RETURN OF THE CRIMSON KING

MODEL
OF THE
MONTH



i
360°

MAGNUS THE RED

The Daemon Primarch of the Thousand Sons steps onto the battlefield this month, the first of the treacherous Daemon Primarchs to be brought to life in plastic, just in time for him to lead his Thousand Sons to exact long-awaited vengeance on the Wolves of Fenris. Indeed, he's already gotten started, judging by the Dreadnought arm he's treading upon.

Looming over mere mortals at more than nine inches high, Magnus is festooned with detail, such as roving eyes, socket plugs, runic tattoos and arcane gemstones, and rather mysterious and elaborate designs worked onto his armour. The Crimson King even has a mighty tome at his hip, but is it the Book of Magnus, or has he begun the sequel?



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Even whilst mortal, Magnus could change his appearance on a whim. Magnus comes with three faces – the one above, a cyclopean visage (1), or a mask (2).

You can choose to arm Magnus with a colossal khopesh (3) instead of the glaive.



THE WRATH OF MAGNUS

It is the Time of Ending. Magnus, Daemon Primarch of the Thousand Sons, brings ruin to Fenris. The Wolf Time has come, the galaxy will burn!

More than 10,000 years, Magnus the Red has plotted the downfall of the Imperium. From his fastness in the Eye of Terror he has cast his all-seeing eye across the material realm and bored into the souls of his foes, planting seeds of doubt, terrible untruths and nightmare visions. He has made pacts and bargains with Daemons beyond count. His endeavours have the backing of the Chaos God Tzeentch, the Changer of Ways and the Architect of Fate. But the time for idle schemes is over. The galaxy will burn, and Fenris, homeworld of the Space Wolves, will be the taper that ignites it.

Magnus's persecution of his most-hated foes is already underway. The moons of Svellgard and Valdrmani seethe with daemonic infestations, while the fortress world of Frostheim is overrun by the Alpha Legion, who conduct dark rituals across its ice-covered surface. Worst affected of all is the jungle world of Midgardia, where Nurgle's plague-ridden children caper across a once fecund world that is now a steaming orb of decomposing vegetation strewn with rotting corpses.

Now war comes to Fenris itself. The sky is illuminated by flickering lights that rain down upon the feral world, a dark echo of the fate the Space Wolves once inflicted on Prospero. From roiling clouds descend the Silver Towers of Tzeentch, dread fortresses that can flicker between realities, their twisted architecture madness to look upon. Settling on geomantic sites across the surface of Fenris, in these towers, dark rituals are incanted and sacrifices made.

And Magnus the Red, the Crimson King, returns to the mortal realm.

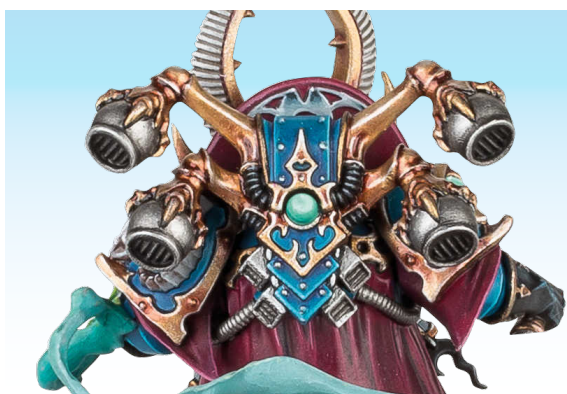
In his wake, billions of Daemons pour forth to scour the surface of Fenris. Mutant Tzaangors dredged from the wastelands of the Planet of the Sorcerers bray thanks to their immortal lord. The Rubric Marines and Exalted Sorcerers of the once shattered Legion stand united once more, advancing implacably upon the Fang. And Magnus revels in his vengeance.

AHRIMAN, ARCH-SORCERER OF TZEENTCH



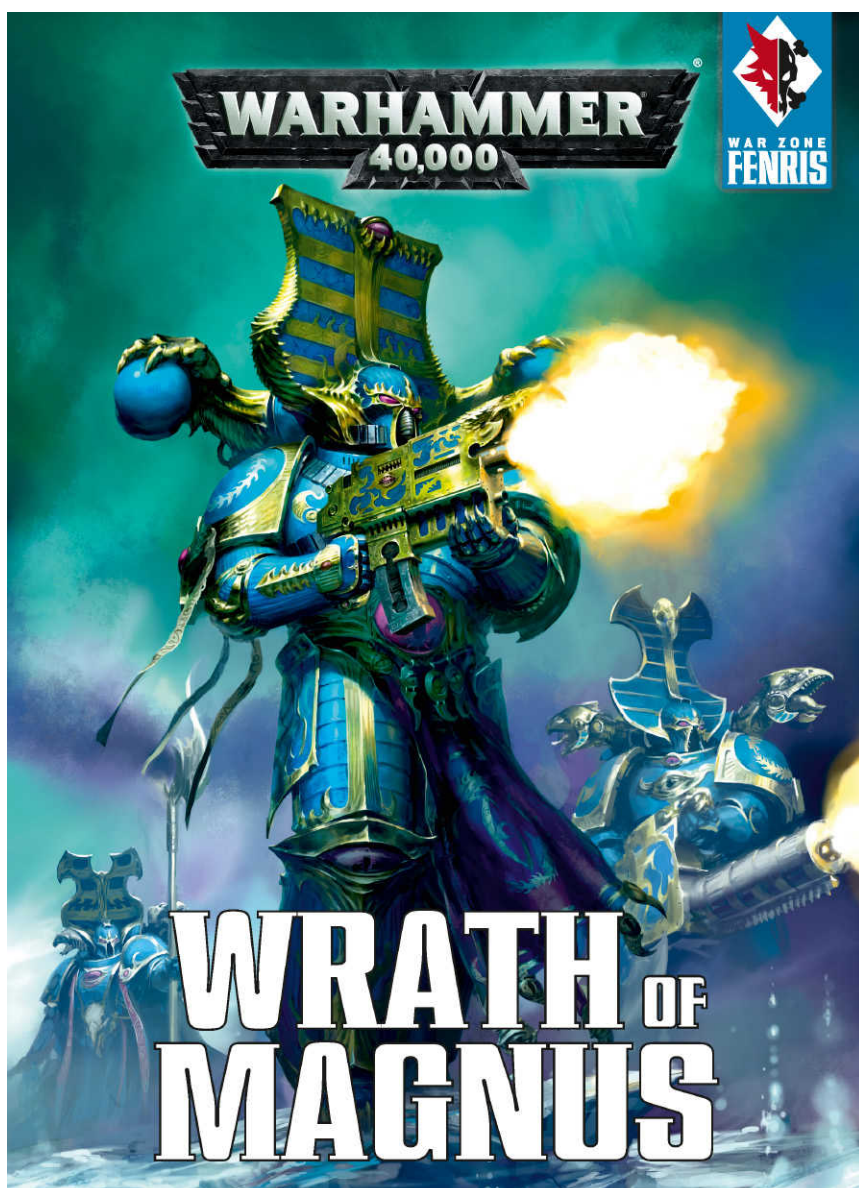
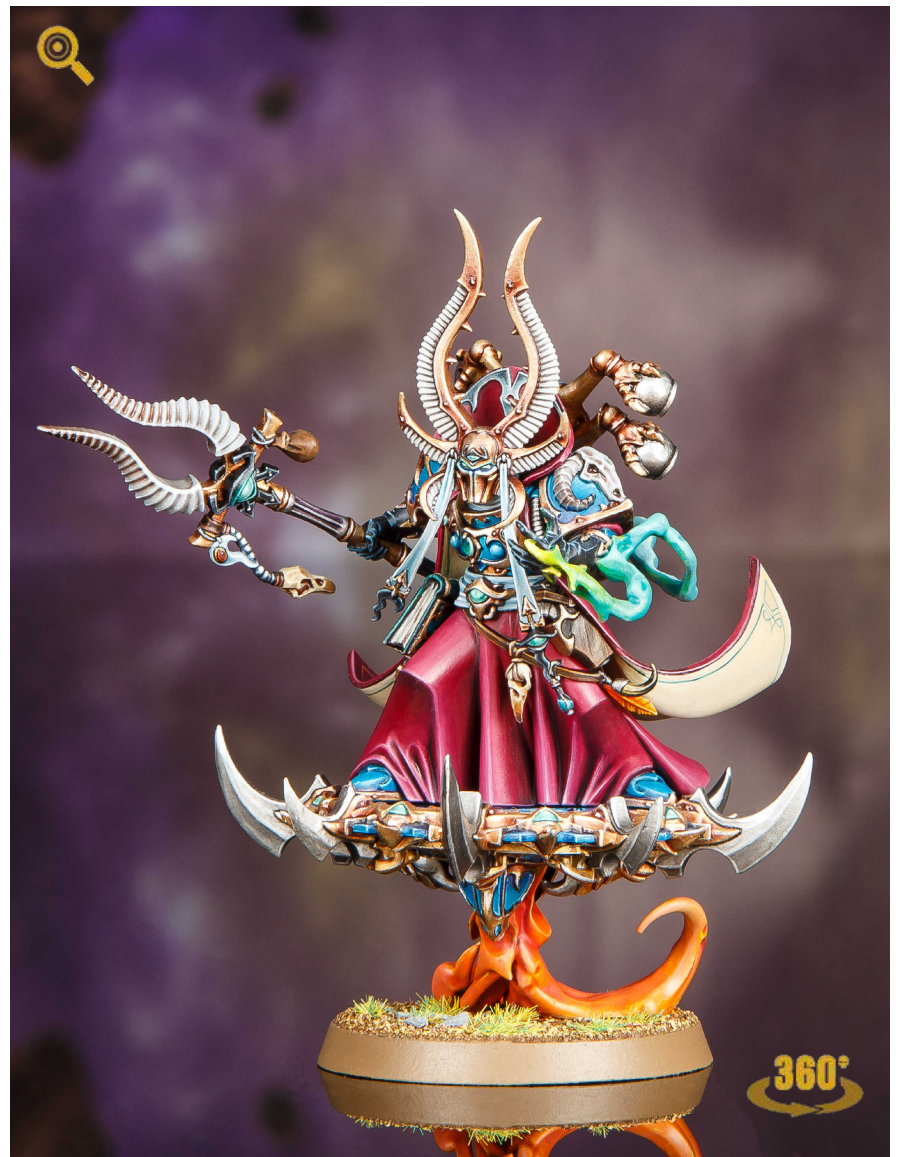
Hang on a second, didn't Ahriman just get a lovely new model last month as part of the Burning of Prospero? Well, this Ahriman is how he looks after 10,000 years chasing down the eldritch secrets and arcane relics of the galaxy, gaining the (perhaps unwanted) favour of Tzeentch into the bargain.

The first thing to note about this new iteration of Azhek Ahriman is that he no longer has to walk anywhere – in the course of his travels he's acquired a suitably ostentatious Disc of Tzeentch with which to travel upon. Held aloft by a plume of writhing warpflame, Ahriman is wreathed in arcane power flowing like smoke, as he glides across the battlefield to wrest forbidden knowledge from another foe.



This modern take on Ahriman's design borrows heavily from the classic Jes Goodwin design, with such elements as the quartet of stabiliser jets (1) springing forth from the backpack on spindly, daemoniac arms, clasped in brazen devilish talons.

1



WRATH OF MAGNUS



The concluding part of the saga that began in War Zone Fenris: Curse of the Wulfen is here! It has been revealed that none other than the Thousand Sons are the architects of the Space Wolves' darkest hour, and as they descend on Fenris, at their head marches a demigod of ancient days – Magnus the Red, the Crimson King of long-lost Prospero.

Split across a 136-page narrative hardback book and a 72-page hardback rulebook, Wrath of Magnus contains 10 new formations, nine new unit datasheets, several psychic disciplines and warlord traits, Chaos Artefacts and the Grand Coven Detachment for the forces of the Thousand Sons.

For the discerning disciple of the Crimson King we offer the limited edition of War Zone Fenris: Wrath of Magnus (limited to 1,250 copies). Within, you'll find a 136-page foil-embossed narrative book, 40-page Thousand Sons rules book, 24-page Daemons of Tzeentch rules book, double-sided poster, foil-embossed Discipline of Tzeentch psychic power deck in foil-embossed sleeve, six metal objective markers and a quartet of Warp Flame markers.

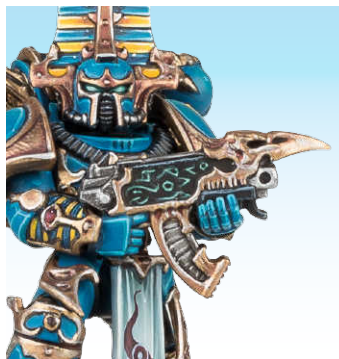
PLANET WARHAMMER



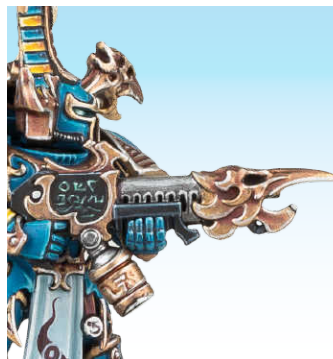
THOUSAND SONS RUBRIC MARINES

Indefatigable and unstoppable, the majority of the Thousand Sons had what shreds of humanity they had left cruelly torn from them by the Rubric of Ahriman. Now, they are tormented spirits of forgotten Legionaries trapped forever in suits of power armour, directed and driven like Mechanicus battle-automata by the insidious will of the Legion's sorcerers.

Within this box you'll find all you need to build 10 Thousand Sons Rubric Marines, their ornate war-plate eerily reminiscent of ancient Mk. IV power armour. One may be equipped with a crackling icon of flame, and there are parts to elevate one of the band to an Aspiring Sorcerer to command the squad, force stave in hand.

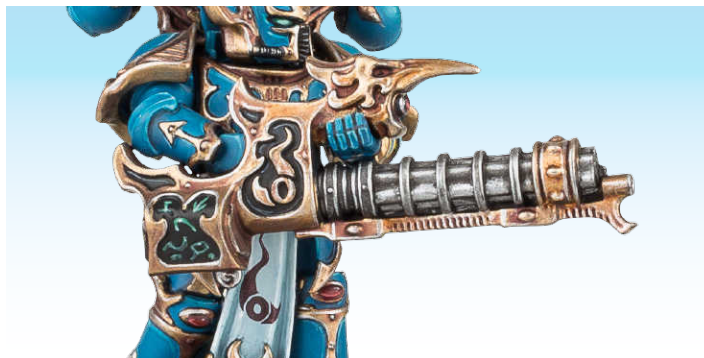


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The set contains the option of arming the entire squad with rune-inscribed inferno boltguns (1) or sigil-marked warpflamers (2). Also, one of the Thousand Sons may be equipped with a mighty soulreaper cannon (3), an ornate and arcane weapon of mysterious provenance.



3



THOUSAND SONS SCARAB OCCULT TERMINATORS

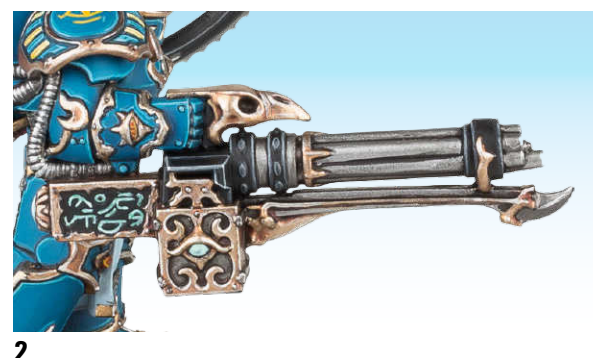
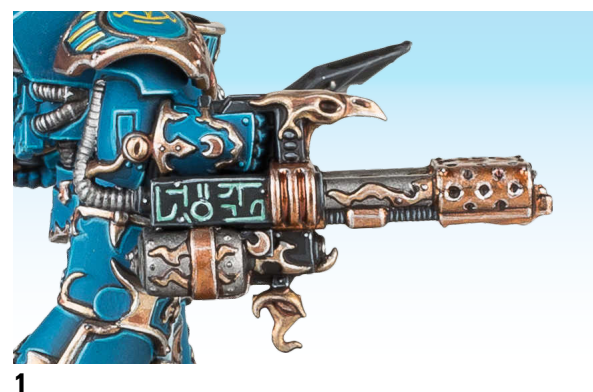
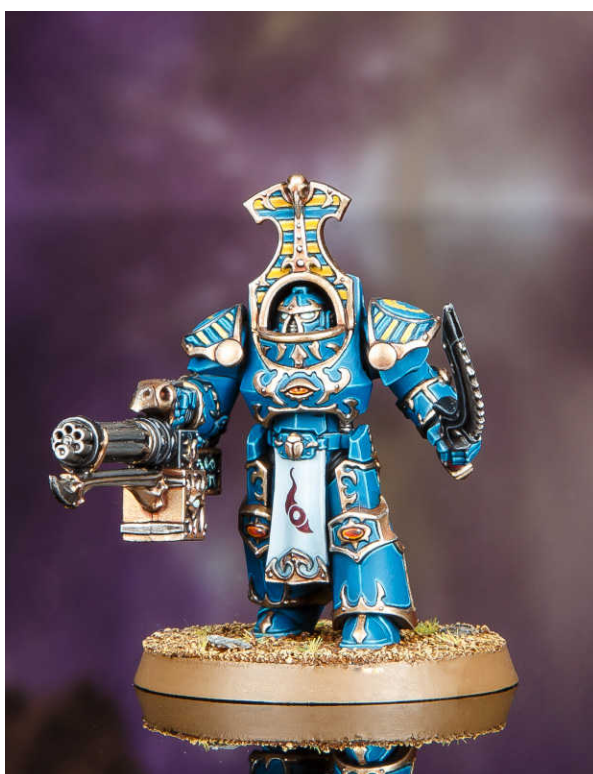
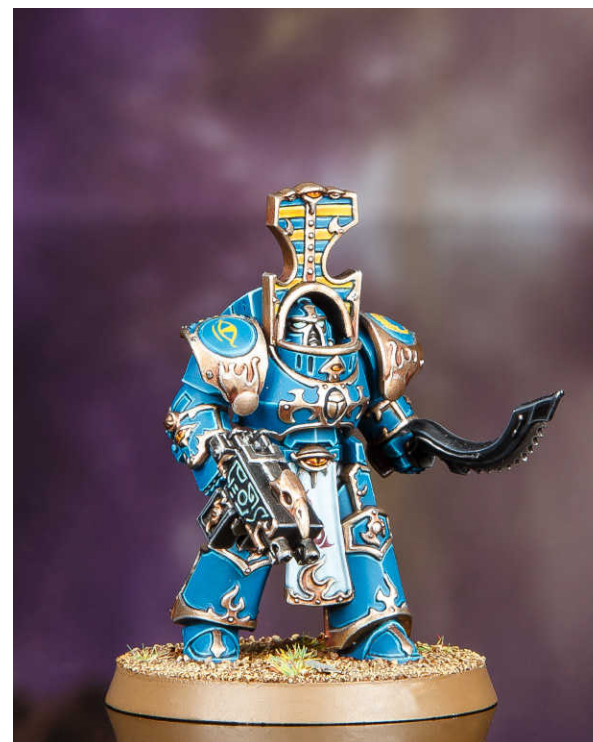


When Ahriman and his cabal of like-minded souls attempted to rid their Legion of the flesh-change that threatened to eradicate the Thousand Sons in a tide of impossible mutations, it didn't simply condemn their power-armoured battle brothers to eternity as the so-called 'Rubricae'. The Rubric of Ahriman damned the Terminator elite of the Legion as well. Today, squads of the Scarab Occult are led into battle by Terminator-armoured Sorcerors, as even the Rubricae of the Scarab Occult require the constant guidance of their living brothers to guide them in battle.

This set contains five Scarab Occult Terminators, each clad in an ornate variant of Tartaros pattern Terminator armour, which mirrors the Mk. IV Power Armour that is typically worn by the rest of the

Legion, a nod to the Thousand Son's glorious past. The Scarab Occult Terminators are armed with inferno combi-bolters inscribed with eye-aching runes that writhe with unwholesome sentience, and carry power swords patterned after jagged khopeshes once typical of long-lost Prospero. Also, there is the option to arm one of the squad with either a heavy warpflamer, soulreaper cannon or hellfyre missile racks, should you desire even more potent firepower. And if you feel the squad needs reinforcement from the more subtle arts as well, the set comes with the parts and options to build one of the squad as a Sorcerer, exchanging his inferno combi-bolter for a exquisitely-wrought force staff, as an adept of the XV Legion needs nothing so vulgar as mere bullets to slay his foes.

The heavy weapons borne by the Scarab Occult Terminators hint at their origins in the Great Crusade, such as the heavy warpflamer (1) echoing the design of the anvilus pattern heavy flamer, or the soulreaper cannon (2) the rotor cannon.



PLANET WARHAMMER

EXALTED SORCERERS



The Thousand Sons are rightly characterised as a Legion of sorcerers, and the most puissant of their number can be counted amongst the most powerful psykers to walk the galaxy. Each bears the mark of their ever-shifting patron on his warped flesh, from avian visages, to Horror-like limbs – a small price to pay for the arcane power that is theirs to command, or so they may be arrogant enough to believe...

This box contains a trio of Exalted Sorcerers, with the option to mount one upon a freakish Disc of Tzeentch. The set is loaded with options for heads, arms (including one magically reloading a bolt pistol – a White Dwarf favourite), staff tops and more, so no two Exalted Sorcerers need ever be the same, as is only right for the most ardent of the Architect of Fate's acolytes.



The ever-shifting flesh of the Exalted Sorcerers of the Thousand Sons is infinite in variety, with hellish countenances reminiscent of Tzeentch's daemonic servants (1) and avian helms (2), alongside wing-like backpacks sprouting fans of metallic feathers.

The set also contains a variety of staff tops, with blends of scarab icons and Tzeentchian runes, ever-turning astrolabes and the burning mark of Tzeentch (3). Every staff top can be attached to any of the staffs, and they are compatible with the ones included in the Thousand Sons and Scarab Occult sets, giving you a huge amount of choice when building the models.

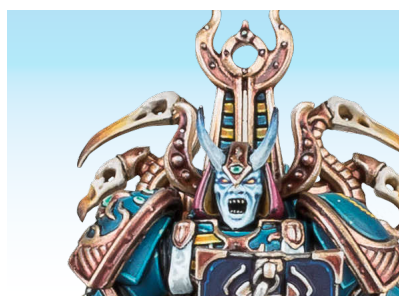


JIM AND BOB'S TOP FIVE BLOOD BOWL FACTS

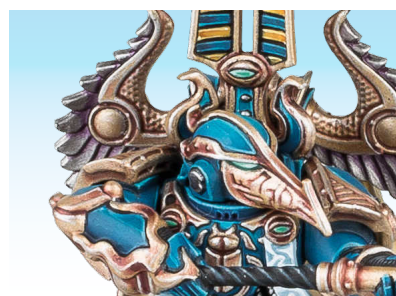
1 Where would Blood Bowl be without the glittering prizes? It'd be little more than a scrap in the mud.

The most famous trophy is, of course, the Blood Bowl itself, the prize for the titular tournament, and is regarded as the very peak of the profession, with the winners' names remembered forever more (helped, in part, by the inevitable sponsorship deals for McMurdy's, Bloodweiser and Orcidas that will come flooding in the morning afterwards).

However, there are other prestigious tournaments in the sporting calendar – the Dungeonbowl, the Spike! Magazine Mithril Spike and the Chaos Cup, to name but three.



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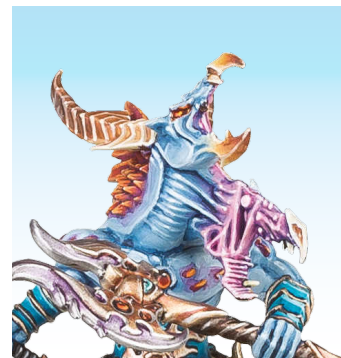
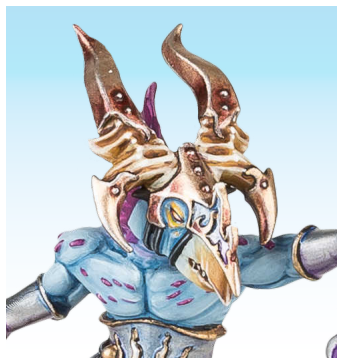
IN STORES NOW



TZAANGORS

Despite their bestial appearance, Tzaangors possess a rather cruel intellect that manifests itself through inventive displays of violence. Indeed, all their twisted kind, touched by the warping hand of Tzeentch, hunger for the power to rise above their lowly station, seeking out arcane and esoteric artefacts from all corners of the galaxy and deep within the Eye of Terror itself. Tzaangors typically hunt in packs, led by the most cunning and vicious of the band, their snout-like beaks clattering constantly in lurid prayer to the Changer of Ways.

The set contains 10 Tzaangors, with options to arm each with chainsword and autopistol, or with simple close combat weapons. There's also the choice to mark one of the number out as the pack's cruel leader, known as a Twistbray.

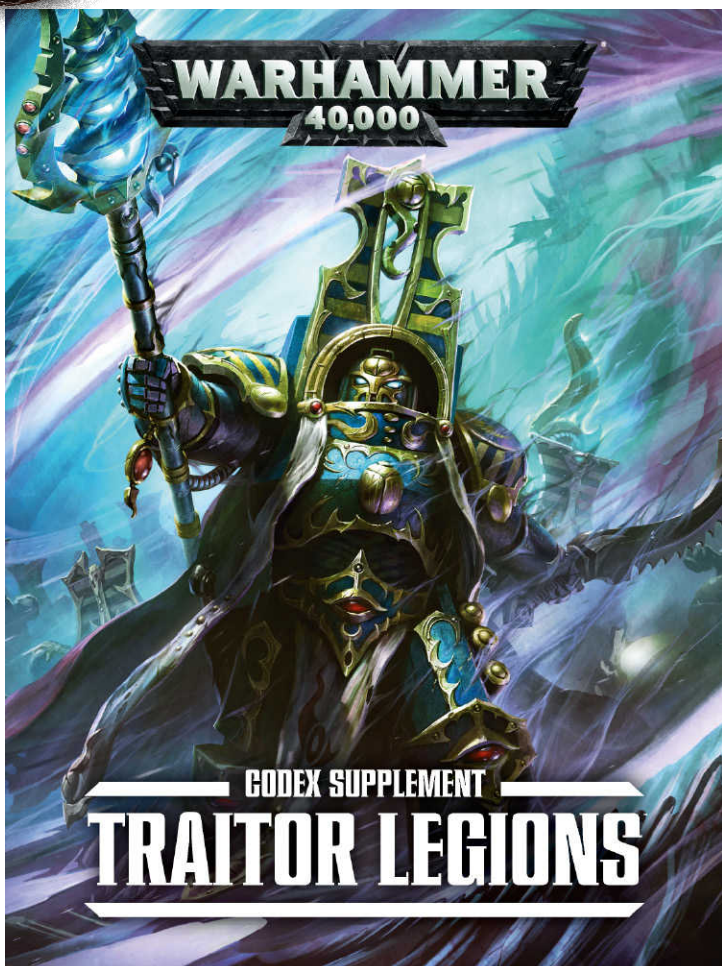


Tzaangors tend to carry an anachronistic selection of weapons, with finely-crafted battle axes (1) found alongside autopistols (2).

The leaders of Tzaangor packs are marked out for greatness in various ways, such as a crown of horns (3) or even a head violently splitting in twain (4).



PLANET WARHAMMER



TRAITOR LEGIONS

Whilst Renegade warbands and thin-blooded traitor Chapters are powerful forces that blight the Imperium and terrorise unsuspecting worlds, they pale before the might and terrible majesty of the Traitor Legions. These black-hearted fiends are the same who tore apart the young Imperium as the galaxy burned in the fires of fratricidal civil war. Some Legions have fully embraced their new masters, becoming debased and nightmarish parodies of what they once were, driven solely by their own whims and impulses, whilst others cling to the martial pride they once possessed, seeking to pull down the very Imperium they built in a time that's now no more than myth.

Nine is the magic number this month, as within this 136-page softback supplement to Codex: Chaos Space Marines are army special rules, exclusive Detachments, Warlord Traits, Tactical Objectives and Chaos Artefacts for the each of the Traitor Legions – the nine Legions who followed their Primarchs into treachery and heresy as they turned from the Emperor's light.

THE PROSPERO BLUES

If you want to get that beautiful Tzeentch blue for the latest additions to your Thousand Sons army, this month sees the addition of the new Thousand Sons Blue Base Paint and Ahriman Blue Layer Paint to the Citadel Paint Range.



THOUSAND SONS DICE

The very power of fate and chance in the palm of your hand, rendered in what (to the untrained eye) is naught but a mere handful of six-sided cubes. But the fate of worlds, nay, the whole galaxy can hang on what they reveal, or what they conceal...



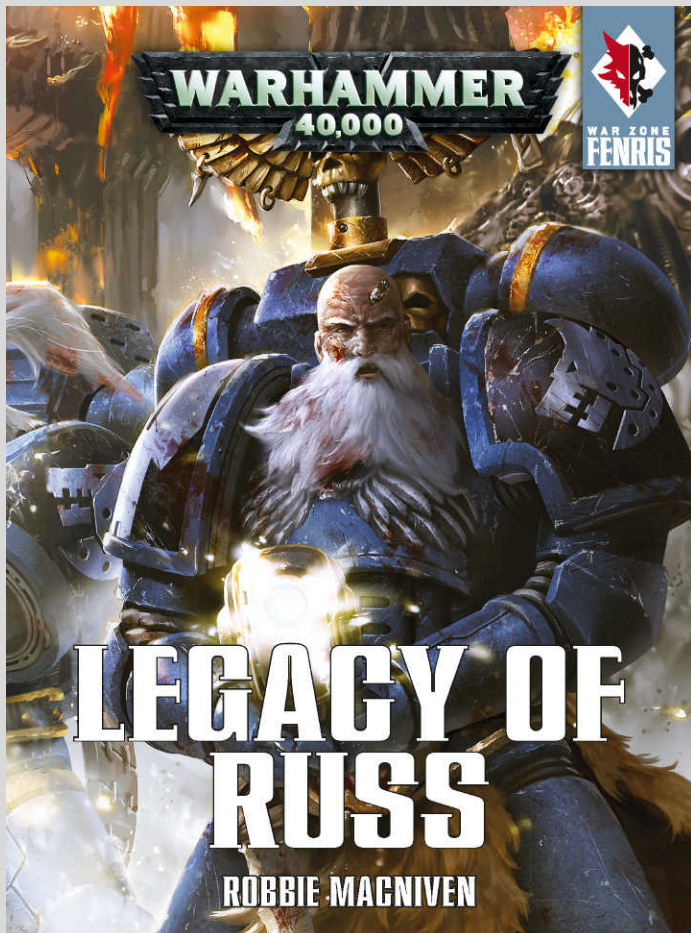
IMPERIAL AGENTS

Loyal sons and daughters of the Imperium take heart, as whilst the Ruinous Powers may seem to be in ascendance as the year wanes, the God-Emperor's most righteous agents stalk the stars, ready to enact his will.

Codex: Imperial Agents contains nine subfactions of the mighty Imperial war machine, from agents of the Inquisition to Wyrdvane Psykers of the Adeptus Astra Telepathica, to reinforce your armies of the Imperium. After all, Deathwatch Kill Teams and Imperial Assassins are just as likely to be found working alongside regiments of the Astra Militarum or Space Marine strike forces as they are working by themselves, giving the Armies of the Imperium increased tactical choice and scope to conquer any foe.

Within this volume you'll find background and rules for using nine smaller factions alongside your existing armies of the Imperium, from the Grey Knights Terminator squads to the Battle Sisters of the Adepta Sororitas.

IN STORES NOW



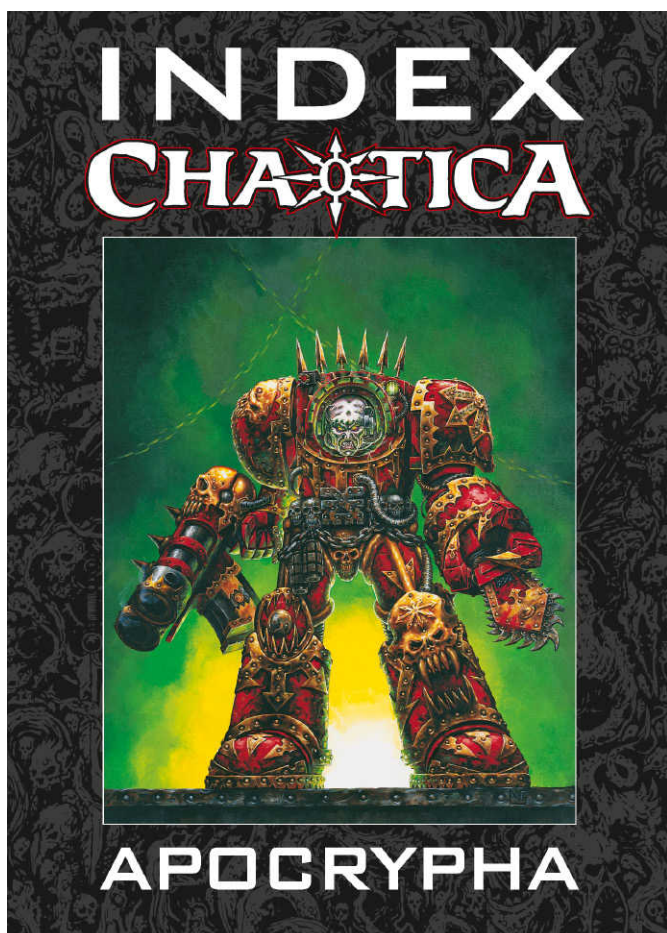
TIE-IN NOVEL

LEGACY OF RUSS

By Robbie MacNiven | Hardback | 256 pages | 03 Dec

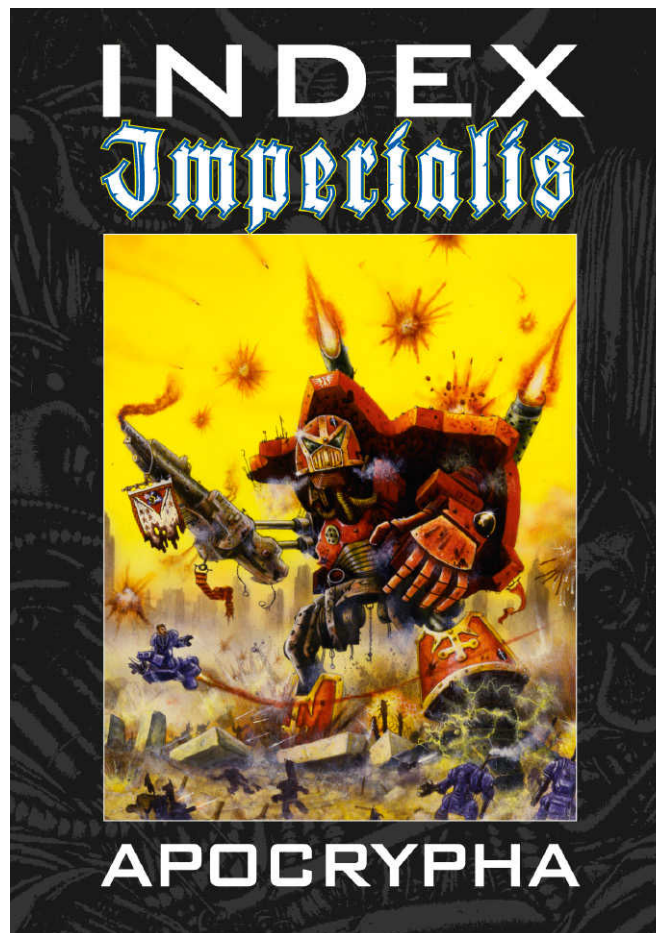
Following hot on the heels of War Zone Fenris: Curse of the Wulfen, Legacy of Russ ties straight into the tumultuous events of War Zone Fenris: Wrath of Magnus. The Space Wolves are on the back foot, fighting off a daemonic invasion of Fenris the like of which has never been seen, even in the memory of the greyest Long Fangs.

Yet help may not be as readily forthcoming as the sons of Fenris would like, as whilst the warships of a over a dozen fellow Chapters hang high above the beleaguered world, it's not entirely clear if they're here to aid the Space Wolves, or to exterminate them. Rumours have reached the highest Imperial authorities of the so-called 'Wulfen', of dangerous mutant aberrations lurking within the Space Wolves's ranks. And were this not enough, the twisted and duplicitous voices of the daemonic invaders cry out with jubilation across the system – that Logan Grimnar is dead...



INDEX CHAOTICA: APOCRYPHA

With each of the 136 pages stuffed to the gunwales with the finest Chaotic content collected from across nearly thirty years of publications, including the now-legendary Realm of Chaos duology, Index Chaotica: Apocrypha is the perfect volume for new converts to the Primordial Truth, and veterans of the Long War.



INDEX IMPERIALIS: APOCRYPHA

Collecting the finest examples from almost three decades' worth of art, background material, concept work and White Dwarf articles, Index Imperialis: Apocrypha covers the Imperium from its inception, giving Warhammer 40,000 fans old and new the first chance in decades to experience some classic hobby history.

EVENTS CALENDAR

**Warhammer 40,000
Throne of Skulls**
Date: 3-4 Dec

**Warhammer Age of
Sigmar: Battle Brothers**
Date: 10-11 Dec

**Golden Demon: Horus
Heresy**
Date: Feb 2017 (Part
of the Horus Heresy
Weekender.)

**Warhammer 40,000:
Battle Brothers**
Date: 14-15 Jan

**Warhammer Age
of Sigmar Grand
Tournament Heat 1**
Date: 21-22 Jan

**Horus Heresy
Weekender**
Date: 4-5 Feb
Location: TBC

Golden Demon: Classic
Date: May 2017 (Part of
Warhammer Fest.)

For more details:
**warhammerworld.
games-
workshop.com**



CONTACT

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



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

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SUGGESTIONS

We recently asked readers of our Facebook page what they'd like to see in the magazine, so here's a quickfire round-up of some of the more popular suggestions.

SCENERY

In depth scenery articles! A step-by-step guide for this sort of thing would be well received I reckon.

Ross Allan

I'd really like to see a behind the scenes look at Warhammer World's terrain people at work, too!

Jordan Cameron

Beyond those old favourites you've already seen return (battle reports, 'Eavy Metal, A Tale of Four Warlords), articles on scenery have been probably the most common request of all. Interestingly, it's something we've been wanting to do for a while. We've got Paint Splatter for painting and Sprues and Glue for modelling, so it feels like we should be doing the same for scenery. So... they're coming next month! And for inspiration, check out Battleground.

RULES UPDATES

Regular updates from the rules team.

Karl Perkins

An FAQ corner!

Tim Kellerman

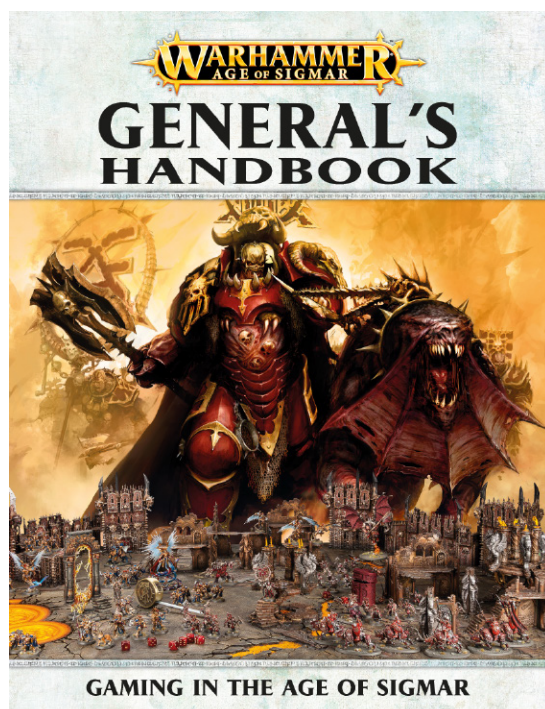
Check out the FAQs online (search for 'Games Workshop FAQs'). We think this is by far the best place for FAQs.



INJECTING A NARRATIVE

For someone who is still somewhat new to Warhammer 40,000 and Warhammer Age of Sigmar and is tentatively bringing their friends into the hobby, what sort of tips do you have for empowering the group and forging a narrative within our games?

Cody O'Hara, via Facebook



What a great question! Forging a narrative is at the heart of the hobby and a big part of the reason why playing games is so much fun. We've got a few suggestions, but first, we want to give a tip of the White Dwarf hat to this excellent reply that appeared on the Facebook page from Isabelle Rayth:

"The best way to start is to discuss why your armies are fighting. This might not be a big deal when it's the Imperium versus Xenos or the like, but when it's armies of the Imperium fighting each other, you can come up with some great narrative drives from that concept alone."

This is great advice. There is always a reason your armies are fighting, a reason your game – and your battle – is taking place. What could it be? Well, as Isabelle suggests, one

source of inspiration is the armies themselves. See if you can come up with a story for what's going on, why this battle started, where it's taking place and what the warring forces hope to gain from it. You can look at the missions and battleplans in our books and pick out a suitable one to match your story or, conversely, look at the stories behind them and use that to inform your own ideas. Either approach works.

Other great sources of inspiration of course include the stories and background in codexes and battletomes and the huge range of Black Library books. When it comes to taking some of those ideas and their drama and inserting it into games, there's no better place to start than the General's Handbook, which is packed with ideas for exactly this kind of thing – taking a narrative and using it in your games.

CAMPAIGNS

Hi! It's great to see the magazine returning to its roots as a monthly hobby journal. Something I'd really like to see is narrative campaigns or just normal campaigns for Warhammer 40,000 with easily transferable rules that people could use when planning their own campaigns. Some of the best battle reports in the old White Dwarf were ones with a good story behind them – it would be great to see those stories stretched out over a few issues in the form of a campaign.

Tom Lawlor, by email

Hello Tom. Thanks for the kind words. When we asked readers recently what they'd like to see more of, campaigns came up quite a few times and you'll be pleased to hear we already have plans. For now, take a look at A Tale of Four Warlords where, as you'll see, our warlords will soon be starting a campaign of their own. Dan is also lining up a future instalment of the Generals' Almanack on the subject of organising and running campaigns, so stay tuned, there will be more coming soon. And those campaigns might well lead to a battle report, too...

WATCHING THE RAVEN'S WATCH

Hi guys. I have a question. In White Dwarf weekly issue 41, 8 November 2014, there was a Regiment of Renown featuring a Chapter called the Raven's Watch by Ben Humber.

I was wondering if this Chapter is a successor of the Raven Guard and if a picture of a Tactical Marine from the Chapter exists? I'm working on a project painting a Space Marine from each of the Raven Guard Successor Chapters and wanted to know how their colour scheme is laid out. Any help would be great. All I know is the emblems and Chapter colours!

Fred Flores, via Facebook

Hi Fred. Thanks for the question. We've tapped up Ben for an answer and he tells us that the Raven's Watch are a Chapter of his own creation. He certainly intends them to be a Raven Guard Successor Chapter, yes, but so far that isn't verified. Who knows how many Raven Guard Successor Chapters there must be around the galaxy by the end of the 41st Millennium... or where they all are.

As far painting them goes, Ben tells us that he worked from a Chaos Black spray undercoat. The black was then highlighted with Mechanicus Standard Grey and Administratum Grey. The blue of their shoulder pads, helmets and other details was painted with Russ Grey, Fenrisian Grey and a final highlight of Blue Horror. On that note, while shoulder pads, helmets and gauntlets are typically painted blue Ben tells us that this does vary a little bit. His own force has been on campaign for a long time and are rather heavily-weathered, which is also reflected in the uniformity (or otherwise) of their equipment. Ben's sergeants wear an orange stripe on their helmets while veteran sergeants have a white stripe running through that.

Hope that helps and please do send us some pictures of your Raven Guard Successors once the project is completed. Here's a picture of one of Ben's Raven's Watch Space Marines.



TACTICS

Some tactics articles are always cool, maybe focus on one unit and explain a bit on what the idea behind them is and how to use them?

Vincent van der Sluis

Did you see the General's Almanack in last issue? We think tactics are most fun when seen (and talked about) alongside other aspects of the hobby, so expect to see them cropping up in a few places.

JERVIS

Would love to see Jervis back in some form and a portion of the mag to feature Forge World stuff.

Gareth Jeffery

This is the issue for you! Check out our interview with Jervis in our Blood Bowl feature [here](#), and see him take on Matt in our Match Report [here](#). Oh, and have a look [here](#) for a preview of Forge World's next Horus Heresy book...

GROMBRINDAL

Grombrindal, where are you? Where did you go and where have you been since the End Times? Any great tales to tell?

Seth Gregory

As if a little thing like the End Times could stop Grombrindal! He's still here, variously in the bunker and causing mayhem in the Mortal Realms.

Is it possible to ask Grombrindal how long it takes to grow a fabulous beard like his and what a Hazkal (young dwarf) shall do when it starts to look nice?

Anthony Pinon

Grombrindal says: "Anthony, I was born with this beard. Once a young dwarf's beard reaches a seamly length, they should plait it and hang it with orruk skulls, obviously."

MYSTERIES OF THE 41ST MILLENNIUM

Dear White Dwarf, I've been wondering for a while who the II and XI Legions are and who their Primarchs were. Do you think you will ever release any novels or products based around them or will they remain a mystery?

Keelan Ferris, by email

Hello Keelan. That's one of our favourite mysteries, too. It's been debated in the bunker more than once. The thing about great mysteries, though, is that often they're best if they stay that way. As it stands, the intrigue around the two unknown Legions fuels a countless number of theories. Where's the fun in finding out? Whatever the reason for the purging of the II and XI Legions from Imperial records, it must have been significant. We're sure there are plenty of possible clues out there for what could have happened to them, but we doubt we're ever going to know for certain.

MYSTERIES OF THE MORTAL REALMS

I've got a question about Stormcast Eternals. I'm confused over what they are and what the reforging process does to them – are they flesh and blood? I presumed they were spirits in armour as they disappear when killed. How has the reforging process altered their physiology?

James Gregory, via Facebook

Hi James. Stormcast Eternals are certainly flesh and blood, even after their (possibly numerous) reforgings. They're imbued with the power of the Celestial Realm, though, making them giants of people. Their reforging restores them to something like they were before – flesh and blood and all – although they are certainly changed, and what forms that change might take over the years and decades, well, we shall have to wait and see.

If you're looking for proof of their flesh-and-bloodiness, check out the Errant-Questor, the first Stormcast Eternals miniature to take his helmet off in public! You might also want to investigate some of Black Library's Warhammer Age of Sigmar novels where the Stormcast Eternals appear, and as frequently rather more 'human' characters than you might expect at first glance. A few quick recommendations from around the bunker include *Gates of Azyr* by Chris Wraight (a great place to start) and *Lord of Undeath* (with the Anvils of the Heldenhammer hunting down Neferata in the Realm of Shyish) by C L Werner. So, it's not all sigmarite and vengeance, then (just mostly). ☠

THE HORUS HERESY

THE WOLF AND THE CYCLOPS

This month sees the release of the latest highly anticipated volume of Forge World's Horus Heresy series. **The Horus Heresy: Book VII – Inferno** brings the war to Prospero. No matter where your loyalties lie, there's something in this weighty tome for you.

THE FORCES



The Talons of the Emperor are a brand-new faction added to the Horus Heresy. Composed of the Sisters of Silence and the Legio Custodes, they are the Emperor's elite, equipped with weapons, wargear and vehicles beyond even the wonders of the Mechanicum.



The main protagonist (or antagonist, if you prefer) of *Inferno* are the VI Legion, the Space Wolves. Led by their primarch Leman Russ, the Vlka Fenryka are not the same as their descendant Chapter – for a start, they don't have 10,000 years of myth and legend to live up to.



The tragic villains (or heroes) of the tale are the Thousand Sons, the XV Legion. Their character was shaped and the Legion ultimately doomed by the events of the flesh-change and their use of their latent psychic talents.

Forge World are well-known for pushing the boundaries of quality and craft with their supplements, and the release of each black leather-bound volume is something of an occasion for hobbyists of all stripes. With all the excitement last month for *The Horus Heresy: Burning of Prospero*, Forge World has struck whilst the iron is hot and dived straight into the battle for Prospero.

To start with, *Inferno* contains background of the Space Wolves and the Thousand Sons, from their formation in the early days of the Great Crusade to their most famous battles, as well as full rules for using both of these Legions in your games in the Age of Darkness. After all, the VI and the XV are both truly singular Legions, with the Thousand Sons in particular straying a bit far from the path of

what might be considered the norm for the Legiones Astartes (which is part of the reason why they were marked for censure by the Emperor in the first place).

But what may shock and surprise many is the inclusion of a new Loyalist faction, the Talons of the Emperor. Composed of the Legio Custodes and the Sisters of Silence, they are the Emperor's will made manifest. At Prospero, they aided the Space Wolves, but who knows what other theatres and battlefields they may have fought on?

Alongside the campaign rules for refighting the Burning of Prospero, brand-new units and plenty of top-notch artwork, *The Horus Heresy: Book VII – Inferno* is a worthy addition to the series for gamers, hobbyists and background buffs alike.

The occult warriors of the XV momentarily turn the tide against the Space Wolves invaders. But as history shows, such victories are fleeting compared to the all-consuming wrath of the Vlka Fenryka.



LEMAN RUSS

Inferno also sees another of the primarchs take to the battlefields of the Horus Heresy, with the Wolf King himself, Leman Russ of the Space Wolves, depicted in all his resin glory.

Posed mid-charge as he lopes over the shattered ruins of Tizca, Russ is absolutely festooned with detail such as the intricate patterns worked into his power armour and wargear. Cloaked in wolf pelts, he is the epitome of his Legion, an unparalleled military genius in the finest wargear Imperial science can provide, but with the look and manner of a feral world savage. He even eschews the elaborate firearms carried by his sons and brother primarchs, happy to rely on his mighty frost blade, Mjalnar, over such trinkets.

Sculpted by Simon Egan, Russ bears a strong familial resemblance to his brothers. Simon has drawn deep on the classic depictions of Leman Russ, with the obvious source being how the Wolf King was shown on the cover of Prospero Burns. Even the those who march to the traitor's drumbeat have to admit that Leman Russ is a sight on the battlefield, a true warrior-king of the Age of Darkness. ☠



THE ARTWORK OF WAR



Inferno is absolutely crammed full of gorgeous colour plates depicting the combatants from the Burning of Prospero and related conflicts, from the most humble Tactical Squad Legionary to the mightiest god-engines of the Collegia Titanica. As a sneak peek, we're able to show off one of them, depicting a Leviathan Dreadnought in the colours of the VI Legion, covered in the elaborate knotwork designs of Fenris.

HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, we celebrate the induction of the Ork Killa Kans into the ranks of the greatest Citadel Miniatures.



360°

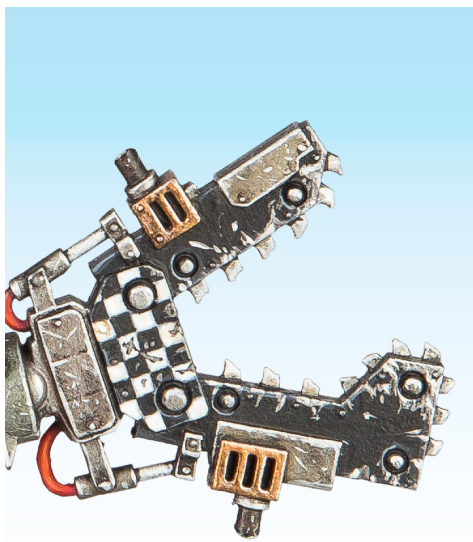
For this month's entry into the Hall of Fame, White Dwarf took suggestions from the people who know what makes for a truly great miniatures – the Citadel Design Team. Miniature Designer Maxime Pastourel was the first to offer up an entry into the hallowed Hall of Fame – the Ork Killa Kans, designed by Dale Stringer.

"I really like the set both as a miniatures designer and a hobbyist," says Maxime. "The way it's designed maximises the hobby experience – every step of building and painting the Killa Kans is really fun. They're designed in a really clever way, as all the fittings are cross-compatible so you can swap the bits across the

DA KILLA KAN

Killa Kans are kin to the Deff Dreads, but instead of having an Ork wired into them, Killa Kans are piloted by Grots! Despite the brutal surgery required to pilot one of these clanking walkers, Grots clamour for a chance to be bigger and tougher than any Ork. That being said, Killa Kans still betray a degree of natural Grot cowardice, panicking the second shooting starts.

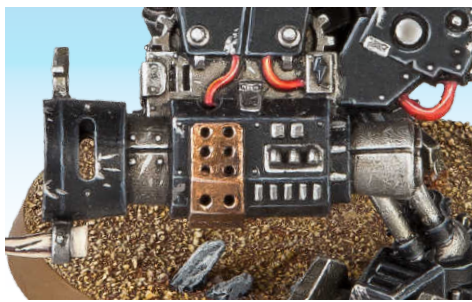
three Killa Kans you get in the set and across the Ork range – Dale has designed it almost like an Ork would design it! The way the limbs designed offers up a lot of poseability, so whether you build them in straightforward poses or wacky ones they look like they fit. Leading on from that, the way each set of legs looks offers up a bit of a narrative of how it all works, such as the straight piston-driven legs (see above) – you can easily see the it stomping along. The legs that incorporate knees and hips look they can walk more easily, hinting at complex technologies. The use of quite simple next to rather complex shapes tells a story about the Orks as a race and their technology."



1

Maxime's love of the Killa Kan doesn't just cover Dale's masterful design work, but something a little more personal – an aspect of designing kits that's rarely talked about...

"The Killa Kans are an absolute pleasure to put together," says Maxime. "More than anything else, they're just a huge amount of fun to build and paint. Dale's designed them almost like you're playing the part of the Mekboy in his workshop when you're building them. That level of character really gets you into the mindset and gets you excited to try out different combinations of parts. Dale has also designed them so even if you assemble them



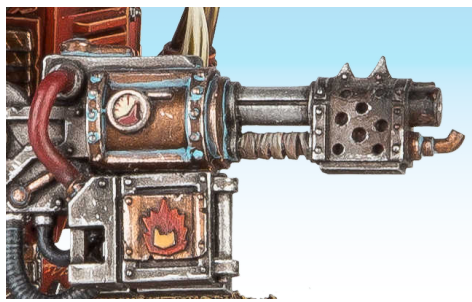
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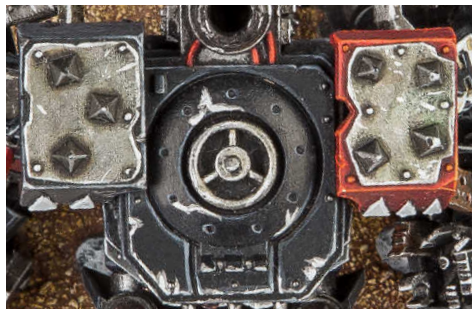
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5



3



6

entirely, there are almost no inaccessible areas for a brush to reach, so it's a very forgiving set for a lot of hobbyists. All in all it just makes it as fun and pleasurable an experience as it's possible to have with a kit. And with the sheer breadth of options, it's hard to stop at just one squadron!

"When I started at Games Workshop, one of my first jobs was designing the snazzguns on the Flash Gitz. The Killa Kans were my inspiration, sitting on my desk the whole time, as I wanted to make those guns as much fun to build and experiment with as the Killa Kans."

"I really like the variety of the close combat weapons you get in the set," says Maxime. "Whilst there's a lot of choice, they fit in with the distinct 'families' of Ork close combat weapons, like the claws that have a lot in common with chain-bladed choppas (1), yet they have a distinct look so the unit doesn't look repetitive."

"The grotzooka (2) and skorch (3) really fits in with the feel of the entire Ork range – you can see the way they work, like the grotzooka's hopper loaded with scrap and the massive flamer muzzle – proper Orky design!" says Maxime.

"The kit is absolutely loaded with spare parts," says Maxime. "What's great is many of these can be used as shoulder guards (4&5) or almost anywhere else! If you build the kit by the instructions, you'll be left with plenty of spare bits."

"The really strong block shapes, like on the pauldrons (6), fit the Ork design vocabulary, telling a lot without saying a word."





SPIKE! MAGAZINE

ALL THE LATEST NEWS FROM THE BLOOD BOWL WORLD



SPIKE! MAGAZINE'S...



GOOD AFTERNOON, SPORTS FANS! JIM JOHNSON HERE, WELCOMING YOU TO A BRAND NEW SEASON OF BLOOD BOWL. HERE'S BOB BIFFORD, TO TALK YOU THROUGH WHAT'S IN STORE. TAKE IT AWAY, BOB...



GUIDE TO BLOOD BOWL

Unless you've been living under a rock, you'll know a new season of Blood Bowl is about to kick off. Blood Bowl is a game so simple even Goblins have managed to get the hang of it, but for all you rookies, here's our essential introduction.

THE OBJECT OF THE GAME

As laid down in the ancient tomes of Nuffle, the idea of the game is to haul the ball the length of the field and into the opposing team's End Zone, scoring a touchdown. The team that scores the most touchdowns wins the game.

THE BALL SHALL BE THE BALL

The original scriptures of Nuffle called for the inflated bladder of a pig to serve as the ball (much to the consternation of the pig). These days balls can

DID YOU KNOW...

The highest score in a Championship game in 2493 was the Marauders 7-0 defeat of the Bugman's Best Dwarf team in the Blood Bowl play-offs. Many blame the defeat on the fact that the Dwarf players had been sampling the brew after which their team is named (the renowned Dwarf beer known as Bugman's XXXXXX) before the match started. Consequently most of the Dwarf players could barely stand up, let alone play Blood Bowl!



be made from anything from finest pigskin to warpstone chunks or even specially-bred ball squigs.

THE FIELD OF PLAY

Whilst few teams these days own their own stadium, there are fields the length and breadth of the world (and, it's whispered, beyond). Each must be 100 paces long and 60 paces wide, with the End Zones an additional five paces, in honour of the sacred Gridiron. The thing with paces is that a Goblin's pace is different to, say, an Elf's pace, so pitches have a tendency to reflect the nation and race it belongs to. As they're broadly the same size, and make up the majority of Blood Bowl players, most Human and Orc pitches are about the same size. Though there is the infamous Green Acres stadium, owned by Halflings – a bit of a squeeze for Troll and Ogre players...



IN ASSOCIATION WITH BUGMAN'S XXXXXX – A BREW AS FROTHING AS THE PLAYERS!



DID YOU KNOW...

According to the rules of the original game, a match started with the ball being tossed up between the teams by a hapless referee. The upshot of this was usually a dead referee, of course, so the practice was stopped and a kick-off used instead. Now, at least, the referee can stay out of the way and not get flattened!

ALSO...

That bribery is now so prevalent amongst referees that rules have grown up concerning where, when and how one can accept a bribe. It's got so bad that the referees' guild is considering appointing a second bunch of referees to govern the conduct of the first lot.

A GAME OF TWO HALVES

The game of Blood Bowl goes on for a set length, divided into two halves. This stops games going on forever (unless absentminded coaches and referees lose track of time). The only time the length of a match can be (legally) changed is if scores are even at the end of the second half. Overtime is optional and must be agreed by both teams, but few coaches will want to be responsible for something as dull as a draw, lest fans' anger lead to an all-too-literal bout of 'sudden death'.

THE DRIVE

At the start of each half, each team's players line up at the centre of the field, and have the role of kicker and receiver bestowed upon them by the fate of Nuffle via the referee flipping a coin (weighted coins and two-headed coins are available, although most teams settle for bribes or just breaking the ref's jaw). A drive continues until a team scores a touchdown or the half ends, at which point, the players (those left standing) are recalled to the line of scrimmage and it starts all again. Players hauled off on a stretcher may return to the game at these kick-offs, if they can manage it.

IT'S ALL KICKING OFF

Blood Bowl's popularity stems from the fact that unlike most sports it actively encourages the players to beat seven

bells out of each other! Each player is clad in armour, but forbidden weapons. Many players skirt the edges of this prohibition with knuckle dusters, spikes or blades on their armour and a few openly flaunt it by carrying shivs or knives, not to mention the peculiar Goblin predilection for chainsaws. Anyone caught with a weapon is sent off for the rest of the match, though that's not a huge amount of comfort to any players they've sliced in half! Special mention must go to the Dwarf Death Roller, which is less of a secret weapon and more of a weapon with a secret rider atop it.

THE TEAMS

Nuffle's sacred number is 11, and it is thus decreed that only 11 players from each team can be upon the field of play at any one time. Blood Bowl being Blood Bowl, casualties are inevitable, so teams are permitted up to five reserves for when players are killed, maimed or just knocked out. That's not to say some teams don't try to skirt the rules, but it's a brave or stupid coach who tries to defy the will of Nuffle – which is why it's inevitably Goblin teams that try to sneak a few extra bodies onto the field.

THE PLAYERS

It'd be quicker to list the races of the world that don't play Blood Bowl! The original teams were Mungk's Orcs and Sacred Commissioner Roze-El's Dwarfs, but these days Humans, Ogres, Elves of all nations and even the dread legions of Chaos are known to play Blood Bowl. There are even rumours of ethereal leagues of Daemons, but usually such claims are made only after a few pints of Bugman's Trollbrew. Some even claim to have seen Fishmen teams, because people will believe anything these days.



SPIKE! TOP 3

ALL-TIME WORST PLAYERS



Skurfrik Stone Sucker, Spike! Magazine's All-time Worst Player No. 3, was renowned for being the stupidest

Hobgoblin player ever – and that's saying something! Skurfrik often turned up to matches several days early – because it took him that long to figure out how to tie up his boot laces.



No. 2 position goes to Halfling thrower Rondo Magoo of the Bluebay Crammers, by far and away the worst thrower

of all time. Rondo was reputedly so shortsighted that he had to get someone else to pick his nose for him. His record of 0 completions, 1271 attempts has stood for thirty-two years and is unlikely ever to be beaten!



Spike! Magazine's No. 1 All-time Worst Player Award goes to 'Speccky' McGroan of the Evil Gits – one of those

truly incompetent cretins that Blood Bowl need if it is to retain its prime-time status. He played for only one season (2488-89) but over the year he managed to fumble the ball over 30 times, averaging more than two fumbles per match. Speccky's finest hour, however, was in his final match when he managed to fumble the ball a record nine times before he was pulled off (and then pulled apart!) by the Gits head coach.





HALL OF FAME

THE REIKLAND REAVERS 2485 SQUAD


The Reikland Reavers are one of the pre-eminent Blood teams in the league, founded over a century ago in 2389 as the Altdorf Acolytes, changing their name a few years later. The change seemed to do them the power of good, as they immediately found success, securing their first cup win in 2396. They haven't looked back since, winning the Blood Bowl no less than five times.

Owned by a dynasty of savvy businessmen who back up their vast fortune with astute financial planning, the Reavers hire only the best human players, with the likes of the Mighty Zug and the legend-in-his-own-lifetime Griff Oberwald having donned the blue-and-white in recent years. Not only are the Reavers regarded by many as the best Human Blood Bowl team to take to the field, many commentators and fans argue they're the finest all-round team in the world.

THE REAVERS HALL OF FAME: BLOOD BOWL XXV

Just which of the Reikland Reavers' squads was their best ever is a perennial discussion among Blood Bowl fans, with some finding it more difficult to decide than even their favourite variety of Bugman's! The Reavers of 2485, though, are certainly amongst the very best.

The side the Reavers fielded against the Darkside Cowboys in 2485's Blood Bowl XXV is remembered by all (even those who consider it overrated), as it was the team to feature in the match in which (as every true fan knows) the Mighty Zug established his still-unbeaten record for Most Opponents Bitten in One Match, Wolfram von Beck was killed in the first ninety seconds (to be swiftly replaced by Orlak Sturmdrang) and a fresh-faced Griff Oberwald scored the winning touchdown, catapulting him to sporting glory.

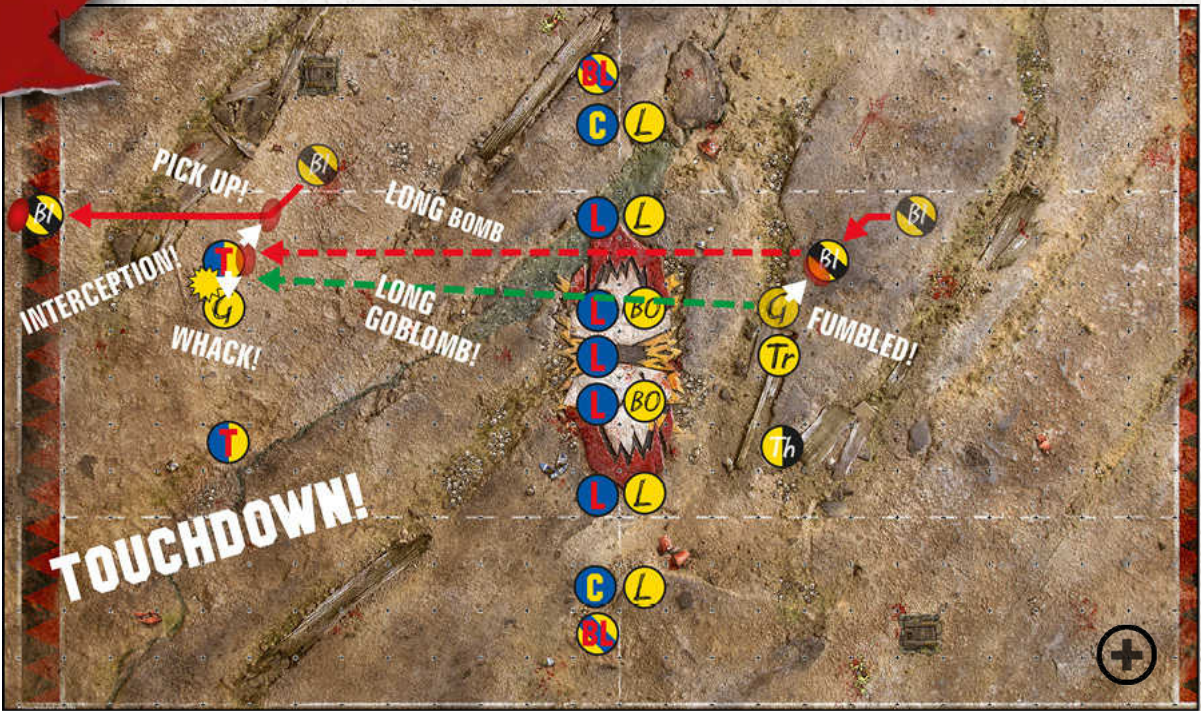
| | NAME | POSITION | MA | ST | AG | AV | SKILLS |
|---|---------------------------|----------|----|-------------------|----|---------------------------------|---|
| 1 | Wolfram von Beck | Blitzer | 7 | 3 | 3 | 8 | Block, Leader |
| 2 | Mighty Zug | Blitzer | 4 | 5 | 2 | 9 | Block, Loner, Mighty Blow |
| 3 | Kurt Helsturm | Thrower | 7 | 3 | 3 | 9 | Block, Fend, Pass, Sure Hands |
| 4 | Ludwig von Kleister | Thrower | 6 | 3 | 3 | 8 | Accurate, Pass, Sure Hands |
| 5 | Markus Schuster | Catcher | 9 | 3 | 4 | 7 | Catch, Dodge, Strip Ball, Wrestle |
| 6 | Johann lange | Catcher | 8 | 2 | 3 | 7 | Catch, Diving Catch, Dodge, Sprint, Sure Feet |
| 7 | Lothar Ostvald | Lineman | 7 | 4 | 3 | 8 | Block, Tackle |
| 8 | Johann Berger | Lineman | 7 | 3 | 3 | 8 | Dodge, Kick |
| 9 | Ernst Daavos | Lineman | 6 | 3 | 3 | 8 | Guard |
| 10 | Griff Oberwald | Lineman | 7 | 3 | 3 | 8 | |
| 11 | Solomon Schuster | Lineman | 7 | 3 | 3 | 8 | Block |
| 12 | Orlakk Sturmdrang | Lineman | 6 | 4 | 3 | 9 | Block, Leader |
|  | The Reikland Reavers | | 2 | Assistant Coaches | | 5 | Re-rolls |
| | Human Team | | 8 | Cheerleaders | | 7 | Fan Factor |
| | Head Coach Helmut Zwimmer | | 2 | Apothecaries | | Total cost of team 2,220,000 gp | |

DID YOU KNOW...

The limit of 16 players per team was only introduced in the 2482 season. Previously, a team could swap players as often as it wished. The rule was finally introduced after the deaths of 743 Halflings from the Greenfield Grasshuggers at the hands of the Asgard Ravens Norse berserker team.

PLAY OF THE MONTH

A new season is about to kick-off, but the Blood Bowl action is already underway and our Spike! Magazine Play of the Month is this incredible 'long goblomb' by the Orcland Raiders, from their first pre-season exhibition game against the Bright Crusaders. Special mention goes to Troll star player Krusha Gongroz who, at a command from team captain Urdukk Oomie-Kicker, reached for teammate 'Lanky' Two-Snots, intending to throw him downfield for an easy touchdown. The stupid creature failed miserably, dropping Lanky to the ground where the unfortunate Goblin dropped the ball. Furious, Urdukk picked up the ball and hurled it downfield himself – only to see it intercepted by the Crusaders' star thrower, Ernst Buonaviccio. Seemingly inspired, Gongroz chose that moment to scoop Lanky up once again and hurl him all the way down the field... straight into Buonaviccio! The Crusader was knocked down, knocked out, and the ball sent bouncing into the end zone where the Raiders pounced for a touchdown. What a play!





SPIKE! TOP 3

ALL-TIME MOST VIOLENT PLAYERS



Spike! Magazine No. 3 All-time Most Violent Player Award is currently held by Max 'Kneecap' Mittleman. Although a referee rather than a player, Max was always a big hit with the fans for his refusal to follow the NAF referees' guidelines. Instead Kneecap dispensed summary justice with the aid of a pair of pliers, a branding iron and a chainsaw. His record for the Most Players Dismembered by a Referee stands to this day.



The great Minotaur player Mad Bull Chainspleen was the most famous and violent player of his day. Not content with just smashing an opponent into the turf and jumping up and down on the body, Mad Bull had a nasty habit of devouring the battered opponent afterwards! An average of two players a match went down (both gravitationally and culinarily), earning Mad Bull a fearsome reputation on the field and making him a sure-fire hit with all right-thinking Blood Bowl fans!



The late Engel 'The Exterminator' van Evilstein was probably the most violent player ever. Just before he was killed during an explosive attempt to wipe out the entire Underworld Creepers team at one go, he was reckoned to have killed or seriously injured an unbelievable 824 players!



I'M THE MIGHTY ZUG, AND I DRINK BUGMAN'S TROLLBREW AND YOU SHOULD TOO. THAT'S RIGHT, ISN'T IT? I CAN GET PAID NOW, RIGHT?



DID YOU KNOW...

A sizable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.

OPENING FIXTURES 2495

| | | |
|-----------------------|----|----------------------|
| The Reikland Reavers | VS | The Bright Crusaders |
| The Rostov Renegades | VS | The Evil Gits |
| The Vynheim Valkyries | VS | The Gouged Eye |
| The Chaos All-Stars | VS | The Orcland Raiders |
| The Warhammerers | VS | The Darkside Cowboys |
| The Dwarf Giants | VS | The Marauders |
| The Heroes of Law | VS | Da Deff Skwadd |
| Warpfire Wanderers | VS | The Plaguebearers |
| The Celestial Comets | VS | The Caledor Dragons |
| The Bil Bali Archers | VS | Underworld Creepers |

STAR PLAYER INTERVIEW



MORG 'N' THORG



I MEAN, IT'S GIVEN ME A REAL CHANCE TO BREAK A LOT OF PEOPLE'S FACES, AND THAT'S NOT TO BE OVERLOOKED, BUT THE MONEY HELPS - MY CONTRACT'S ALWAYS BEEN VERY GENEROUS.



We've got a treat for you this month, sports fans. No less a figure than the Ballista himself, Morg 'N' Thorg of the Chaos All-Stars has agreed to be interviewed by our rookie reporter during a pre-season training session.

What's the most rewarding thing about playing Blood Bowl, Thorg?

Don't call me that. As to your question, I dunno, really. I mean, it's given me a real chance to break a lot of people's faces, and that's not to be overlooked, but the money helps – my contract's always been very generous.

Thorg, you've more awards than most of our readers have had hot dinners. What's the one you prize the most?

Look, don't call me that. Oh, that's not easy. I've got a few Services to Organ Transplants Medals, and that's certainly helped encourage a few of the kids to be organ donors – even if they did end up nicking other people's! But it has to be my NFC Player of the Year for 2485.

Some Goblin players blame you for encouraging the practice of lobbing them down the pitch – what do you say to them?

Well, it can't be helped, can it? They're only tiny. I've been doing it for years and I've had no complaints from my teammates – that's even when they haven't broken their jaws on the landing. And at the end of the day, it's just a game, ain't it?

Thorg, you've been a living legend since you signed up with the Chaos All-Stars. What were you doing before, Thorg?

I told you, don't call me that! (Check back next month for the second half of our interview with Morg 'N' Thorg. We're hoping it's with the other half of our reporter! – Ed)

BLOOD BOWL



GOOD EVENING, SPORTS FANS

Blood Bowl is back. One of the most loved and sought-after games Games Workshop has ever produced, it's been out of print for a decade. Now it's back, and a whole new season is about to begin. Veteran or rookie, join us as we take a look at the game of fantasy football.

You heard it, Blood Bowl's back! If you're a veteran reader, the premise will likely be comfortably familiar. If you're a rookie who doesn't know their long bomb from their end zone, it's very simple: Blood Bowl is the game of fantasy football. Two teams – the box provides Human and Orc teams, while the Skaven are also released this month, with Dwarf, Elf and other teams to follow – compete to get hold of the ball, move it down the field to the opposing team's end zone and score a touchdown. The game is played over two halves of eight turns each. At the end of the second half, the team with the most touchdowns wins the game. There is, however, likely to be an awful lot of mishap and mayhem along the way.

Blood Bowl has been around since the late 1980s, and has existed in more or less its

THE BEAUTIFUL GAME

Blood Bowl has more than a few great pieces of art, from the classic profile pieces from the late, great Wayne England to Karl Kopinski's cracking designs that grace the video games by Cyanide Studio.

The crown jewel is the cover art (above) by Filipe Pagliuso. Depicting a game in progress, it evokes Blood Bowl as a brutal, savage sport, but still a sport. The addition of the Goblins, alternately hurled around and trying to put the boot into prone Human players, nod to the comedy at the heart of the game.

present form since 1994. Anyone who has played the game in the last 22 years will find this brand-new edition very familiar, as Jervis Johnson, who designed the original game and all of the major new editions up to the present, told us.

"It's 20-odd years since we first produced this more-or-less definitive version of Blood Bowl," he says. "There's been some work done on it over the years – in particular, making sure that the wording of the rules is tighter and that the balance of the teams is more even, that the cost of the players is right, but actually the core game mechanics and the principles of it are much the same. If you got in a time machine back to 1993 and played the third edition, this version wouldn't feel terribly different. It's basically the same game it always has been."

A long-time favourite of many gamers, Blood Bowl has been largely out-of-print for the past decade (although it did make the leap from the tabletop to the desktop as a very popular series of computer games from Cyanide Studio during the interim). This latest edition of the classic tabletop version has been polished and updated – perhaps most noticeably with the great new miniatures and a flashy, double-sided board providing the field of play – but beneath the fancy range rulers and bespoke dice, it's the same Blood Bowl that players know and love.

The action all takes place in the Blood Bowl world, one superficially similar to Warhammer's Old World, but also rather markedly different: Orcs, Humans, Dwarfs and the servants of Chaos don't just war amongst themselves in constant battle – they also play each other at Blood Bowl! Essential, therefore, to the fun of game is its own peculiar brand of humour, a mixture of parody and comedy violence. "Blood Bowl came out of an interest in fantasy, science fiction and American football," says Jervis. "But I also I wanted to make sure it couldn't be serious.

"I always saw Blood Bowl as being satirical. It's a parody on professional sports. It takes a lot of the way that sport is reported and makes fun of it. With all the merchandising and the stats and the way people talk about sports – which is all very hyperbolic – and incorporates that into the background in a humorous way. And at the

same time it's a warm-hearted satire on fantasy tropes and on some of the things we have in the Warhammer world – so the Blood Bowl world joshes fondly with some of the things we take very seriously the rest of the time."

It's the combination of this mayhem and mishap with a real tactical challenge that makes the game so much fun. "The game tells a story while at the same time providing a challenge," says Jervis. "You can laugh at the outrageous things that happen in the game but at the same time it makes you think just hard enough about what you're going to do next so that you feel that you won because of the skill you brought to the game rather than it just being dice rolling."



JERVIS JOHNSON

One of the grand old Games Designers of Games Workshop, Jervis's hand can be found in any number of our games, stretching back to the time before time known as the 1980s. Of all Jervis's work as a Games Designer, though, Blood Bowl remains perhaps his most beloved, even after more than twenty years.



PLAYER CARDS

Each player on the Blood Bowl pitch has a quartet of stats, dictating how far they can move in a turn (MA), how good they are at breaking faces (ST), how good they are at dodging out of trouble (AG) and how good they are at taking a punch (AV). Some players also have a few skills – in the case of the thrower, they can salvage a failed pass or reverse a fumble, which can change the course of a game.

THE BLOOD BOWL PLAYBOOK: HUMAN TEAMS

LINEMAN



The guys in the trenches, linemen are capable but unspectacular all-rounders, providing blocks and assists for their more skilled teammates. Linemen dream of their moment of glory; coaches should be wary about trying to give it to them.

THROWER



With the all-important Pass skill, throwers can re-roll any unsuccessful passes – absolutely vital if you're to have a chance of succeeding with those tricky long bombs. Protect your throwers, but get the ball to them quickly.

CATCHER



Quick and agile, catchers are the ideal targets for passes but do lack strength and wear less armour, making them a little fragile. Keep them in the open spaces where they can protect themselves with their speed and agility.

BLITZER



Fast and skilled at blocking, blitzers are ideally suited to carrying the ball down the field or running ahead of their teammates and knocking defenders out of the way. Their speed and blocking skill provide much of a Human team's versatility.

BLOOD BOWL

VITAL STATISTICS

There are four stats in the game – Movement Allowance (MA), Agility (AG), Strength (ST) and Armour Value (AV) – and describe the varying qualities of the players. Human catchers, for example, have a very speedy MA of 8, but a rather measly ST of 2 and lack for protection with an AV of a mere 7. Black Orc blockers, by contrast, are likely to be outsprinted by many opponents (their MA is a whopping, erm, 4) but with a ST of 4 and an AV of 9, if they catch a player, they'll tear them apart while able to take a beating themselves. Different stats are important in different aspects of the game – Agility is used for throwing and catching the ball and dodging around opponents, amongst other things, while Strength is used when making blocks, and Armour Value when rolling to see if players are injured after being knocked down – so just these four stats provide a huge variety of different strengths and weaknesses, and players suited to dramatically different roles in a team.

What further separates each player role, and in turn each team, are the skills each player starts with, and the skills they can gain. What makes a thrower different from a lineman is his Pass and Sure Hands skills. Death Zone – Season One adds the ability to develop players, giving them access to a selection of new skills that can shape a team into something more suited

BLOCK AND TACKLE

Each player that hasn't fallen flat on their face has what is called a tackle zone – essentially the player's reach. If an enemy player tries to move out of a square that's part of your tackle zone, they must make a dodge roll or risk being knocked down, and potentially ending up knocked out, injured or even killed.

Whilst it means agile players like Elves and Skaven can run rings around sluggish Orcs, one bad roll can spell the violent end for a particularly cocky player!

to your style of play – making a blitzer into an all-out thug, or giving a catcher some surprise blocking ability.

THE WILD, WILD WORLD OF BLOOD BOWL

The fantasy element of Blood Bowl helps add an amusing and sophisticated wrinkle to the variation between players and teams. The many races which play Blood Bowl are quite different, and their teams reflect that, not just in looks and what players they can hire, but how they play. Even at a glance, you can see the contrast between Human and Orc teams, for instance.

"The Human team are essentially the benchmark for the 'middle' team," says Jervis. "They're all-rounders where, in general, the other races' teams are more focused on particular styles of play. This provides players (that's us, the real-life coaches) a variety of different options. I love playing Dark Elves, ►

THE OFFICIAL BLOOD BOWL STAMP

Blood Bowl has always been a phenomenally popular sport, and naturally, many suspicious customers have tried to cash in on its world-spanning popularity with dodgy knock-off merchandise sold off the back of carts. If it's Official Blood Bowl Merchandise, it'll bear this mark – accept no imitations!



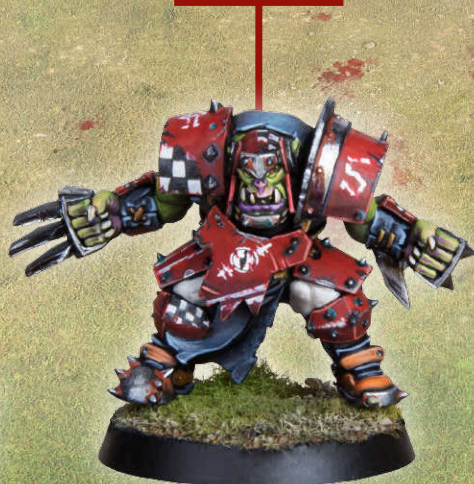
THE BLOOD BOWL PLAYBOOK: ORC TEAMS

BLOCKER



Black Orc blockers are slow and distinctly lacking in agility but they are fearsomely strong and well armoured! Fast, agile players will go around them, but few will go through them. Use them to deliver the big blocks in the tight spaces.

LINEMAN



Big, brutish and simple, Orc linemen are a little sluggish, but tough and unlikely to get injured even when on the wrong end of a block. Good for herding opponents towards Black Orc blockers and charging downfield accompanying ball-carrying blitzers.

THROWER



Even Orcs need throwers. Not the most accurate, they hurl with gusto, and if things go wrong at least they've had the fun of lobbing the ball (or an unfortunate squig) down the field and watching a teammate get krumped trying to catch it.

BLITZER



Like their human counterparts, Orc blitzers are faster than average (by Orc standards, anyway), tough, well-armoured and just about agile enough to pick up the ball and run with it. With no Orc catchers, they're also your targets for passes.

► and that's because I like the idea of that kind of fast team making long passes down the field, but they're fragile. So that gives you the kind of thing you get in sports, but really emphasises it and ties it to a particular style of team, rather than having to make any one team (such as Humans, say) capable of all these different ways of playing.

"Orcs are hittier, although they're very close to the Humans. That's very deliberate. It's always been that way right from the beginning – Orcs versus Humans, it's just such a classic fantasy

"It's always been that way right from the beginning – Orcs versus Humans, it's just such a classic fantasy match-up, and it's always been such a good place to start."

match-up, and it's always been such a good place to start. There are differences between them – the Orcs are a bit better at hitting and the Humans are a bit better at passing – but they're very similar at heart.

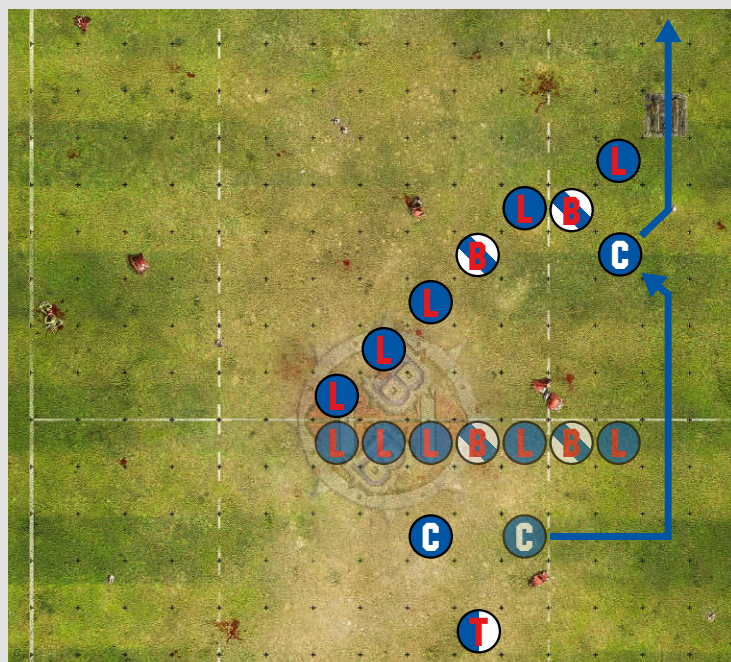
"Skaven are where things get really interesting. What they are is fast – not necessarily very good at throwing, but if you can get the ball to the right player, they can potentially score a touchdown in a turn or two. They are incredibly quick, but the downside is they're rather brittle – only their blitzers can take a punch. And to an extent they're sneaky – they've got players in there who can spoil somebody's day by stabbing them in the back (or the front, if the ref isn't looking) – but they're a fast-running team, generally."

There are also the Dwarfs, who are similar to the Orcs but have one notable limitation. "They are very slow," says Jervis, "but they are very tough, and they're very good at hitting people. They're the classic cage team, basically. What you'll tend to find with the Dwarf team is that if they've got the ball they'll form up around the ball carrier and just grind down the field. Maybe they won't score a lot of touchdowns in the process, but it's very tough to get the ball back off them once they've got it. What they can't do is get that quick score, so if the game starts to go against them, they can struggle to get back into it.

"The other thing they're pretty good at is just being attritional. One of the things that Blood Bowl has that isn't true to nearly the same extent, thankfully, in real-life sports is that you can just wear the other team out by injuring their players. The Dwarfs can definitely play ►

THE BLOOD BOWL PLAYBOOK: STARTING FORMATIONS

THE SCREEN

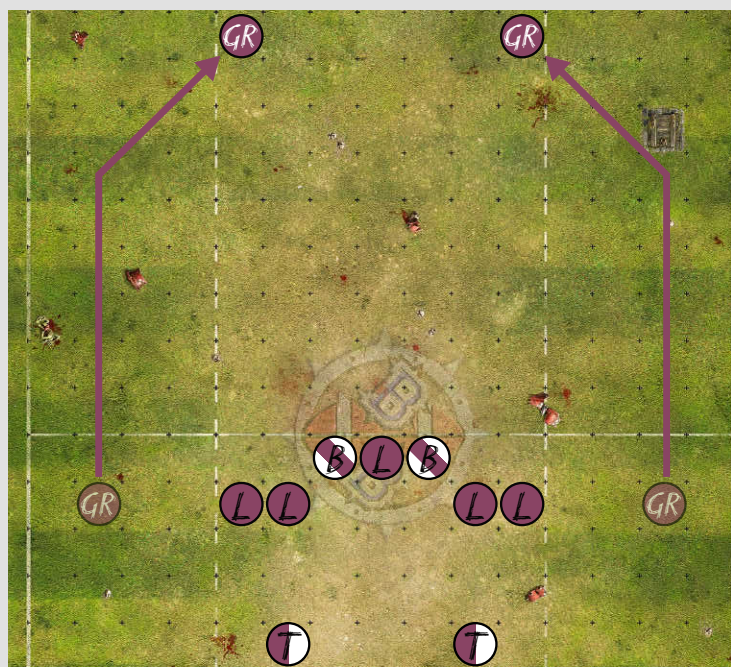


PROTECT THE CATCHER

Ideal for Human teams to operate from a kick-off, a thrower or two start deep to recover the ball before advancing towards halfway. At the same time, linemen and blitzers form a blocking screen, moving down the field from the line of scrimmage. A well-timed pass will put the ball into the hands of a catcher protected behind this screen, before picking his moment to break out and use his speed to hotfoot it to the end zone. A screen can advance more quickly than a cage, but relies on a riskier pass. Tackle zones will also tie up opponents and make it hard for them to get to the ball carrier.



STRETCH PLAY

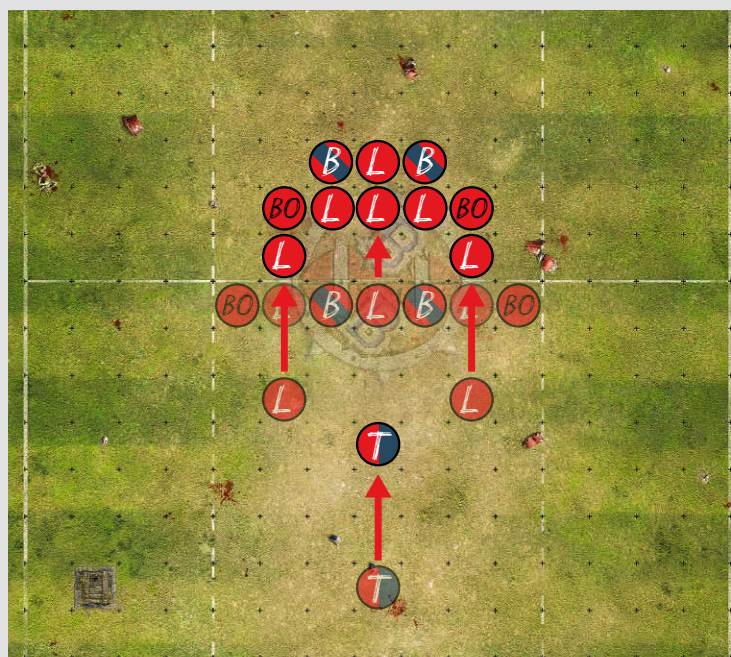


MOVE FAST, THROW LONG

Forming up with the minimum number of players (three) on the line of scrimmage creates maximum opportunity for swift players to find spaces, make dodges and avoid blocks, getting down the field as quickly as possible. The opposing team may be tougher but will be forced to decide whether to drop players back to cover or attempt to hunt down the ball carrier before they can put in that all-important long bomb. Be wary of letting fast, fragile players get isolated. You might want to temper the speed of your fast runners to make sure at least a few teammates can go with them.



THE CAGE



GRIND THEM DOWN

If your team's facing faster and more agile opponents, have your most rugged players line up ready to form a cage around the ball carrier, throwing blocks to clear the way ahead. Keeping a few blockers to the sides and rear means faster opponents will have to go around the cage and find themselves having to dodge through tackle zones. The cage is at its most fearsome when operated by slow but very tough teams like Orcs and Dwarfs, who can be almost impossible to stop as they rumble down the field. Stay patient, don't worry if progress is slow, and keep your ball carrier protected.



BLOOD BOWL

THE TURNOVER

The turnover is one of the most dreaded moments in Blood Bowl, as you mess up a vital dice roll, your turn ends and control passes to your opponent.

Do you undertake risky manoeuvres first? Or will you make safe moves early on, knowing one bad roll can ruin your plans? All too often, a coach can snatch defeat from the jaws of victory with one unlucky roll.

► that game if they want to and will rarely succumb to it if the opponent tries it on them.”

STRATEGY! TACTICS! PUNCHING PEOPLE IN THE FACE!

These differences between the teams require different approaches, and Blood Bowl presents an interesting mix of tactical options. Not only are there elements of strategy of the kind familiar from other tabletop games, but the tactics available to Blood Bowl coaches also parallel those found in its real world counterparts.

“Fantasy and science fiction, at their heart what they do is take something from the real world

and look at it through a slightly different lens,” says Jervis. “You can see elements of American football being refracted through the lens of this rather weird setting. Right from the start I wanted you to be able to throw the ball, pass it down the field, and for that idea of formations and how you set up to be an important element.” (You can see some examples of formations Blood Bowl coaches might make use of [here](#).)

“The other thing with Blood Bowl – which I think is quite different to quite a lot of our games – is that you recruit players for your team with gold, and they might develop over ►

THE NEW KIT

At the start of the Blood Bowl project, Mark Bedford was, in his own words, “locked in a room and told to draw Blood Bowl players”.

“What we wanted to get across with the new designs was that they’re not just Warhammer warriors without weapons,” says Mark.

“They’re wearing sports gear, made by the likes of Orcidas. To be honest, part of it was a nod to what came before in the early editions of Blood Bowl, but updated with 21st century know-how.”



THE BLOOD BOWL PLAYBOOK: SKAVEN TEAMS

THROWER



Skaven throwers are quicker than their human counterparts, but less durable, ideally suited to recovering kick-offs, scampering quickly upfield into good throwing positions and getting the ball into the hands of the super-speedy Gutter Runners.

BLITZER



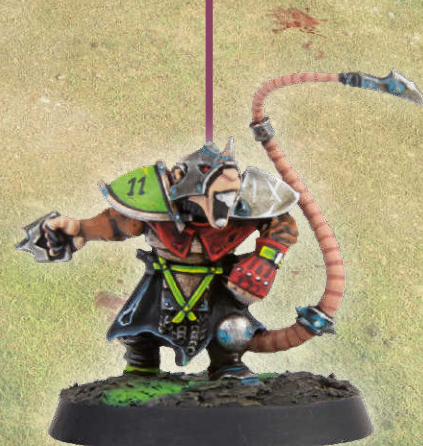
The toughest players on a Skaven team, blitzers are well armoured but still quick. Ideal lead blockers, they can open up gaps for swift Gutter Runners to sneak through, or as ball carriers themselves, with a few nippy linerats in support.

GUTTER RUNNER



Amongst the fastest players in the game, Gutter Runners are even more fragile than their Skaven teammates. Less able-handed than Human catchers, get the ball to them with short, accurate passes then unleash their speed and agility.

LINEMAN



Lightly armoured and relatively fragile, Skaven linemen can, however, still hold their own against most other teams' linemen, and are somewhat swifter too. Best used in ganging up on opponents or providing assists to hardier blitzers.

► the course of the season, but that starting team is relatively balanced. What we accepted – and embraced, in fact – is that certain teams are harder to play. And we tell people that. Essentially, what we say to players is that if you're starting out with the game, you're probably best off beginning with Humans or Orcs, and as you get a bit better and get a feel for the game, you might use one of the other teams." (Death Zone – Season One, also available this month, covers seven more teams.)

"So the teams aren't all perfectly balanced against each other. There are teams that are hard to use well – Halflings being a classic example – but they're balanced enough that if you're a good coach, you can win with them, but you're giving yourself a challenge if you try it. So there's an element there about the challenge you give yourself when you're playing the game, too, which I think is cool. All of the teams offer different options. They're all fun to play in their own way. You can win with any of them. It's just that some of them are a bit harder to win with than others."

A LEAGUE OF YOUR OWN

"The other thing that the game has that's always been very important to it is league play. You can play the game as a series of one-off matches, but actually what most people end up doing once they really get their teeth into the game is setting up a league and playing a series of games... ►

THIS SEASON'S HOT NEW DOUBLE ACT

Whilst Blood Bowl is, at its heart, the same game Jervis unleashed on the world 20 years ago, Andy Hoare and James Hewitt have not been idle. There are several small-scale fixes and finesses to the game, with things like Illegal Procedures firmly relegated to the realm of 'optional' rules. Special Play cards have been restored to their place at the heart of the game, where recent editions had required a deck of playing cards on hand to make use of them. That aside, this is very much Blood Bowl as we've always known it. Andy and James were reluctant to change much about the core of Blood Bowl – after all, it's a beloved game that's stood the test of time for a reason!

Instead, they've simply added plenty of new ways to play, rather than cropping any out. Exhibition Play, which is covered in Death Zone – Season One, has always existed in a fashion, but is now given its own dedicated rules. And whilst there's a brand-new set of league rules in the supplement, there's nothing to stop you and your friends using the classic rules for ongoing play if you prefer it. In short, Blood Bowl is now, more than ever, about how you want to play it – it's a game, after all!



ANDY HOARE & JAMES HEWITT

The leg work on this latest edition of Blood Bowl fell to Andy Hoare and James Hewitt, the first project from Forge World's Specialist Games team. Andy has previously worked in the Studio and for the last several years on the Horus Heresy. James was previously one of the Studio's rules writers and worked on Warhammer Quest Silver Tower, amongst other projects.



A game in progress, as Reikland Reavers lineman Ritter von Baum (7) lays out Gouged Eye lineman Hack Grimtoof (10), whilst Ivan Kellhoofer (11) is knocked down by Grimjaw Gutsplash (8).

- ▶ taking a team, building it up – you’re the coach, and you develop your team over the course of several games to become a championship-winning team (you hope). People enjoy that, they can see the real-life parallels, and they can see that their game isn’t an isolated thing but it’s another match... but what happens if your star player is injured? What happens if they’re killed?” Every coach’s worst nightmare!

“I think it also gives Blood Bowl players the opportunity to try different things out,” says Jervis. “You can start out playing one style of team but then it’s always interesting to try out a different team and learn how to use them effectively.” With each team being around a dozen models, it becomes easier to try out a new team as opposed to a new army.

THE NEW SEASON

So, Blood Bowl is back, and in style. Whilst it’s perfectly fine to play the game straight out of the box with just what’s inside, if you fancy trying out different teams, or alternative Special Play decks, or even whole new ways of playing the game like exhibition matches, you’re going to be spoilt for choice. This month alone sees the release of another team

(the Skavenblight Scramblers), a supplement that covers many new ways to play (including a brand-new league system), a host of new teams, and even a new playing field (with accompanying weather table). Just imagine what else might be on the horizon...

And if all those wonderful new miniatures, supplements and add-ons aren’t enough to satisfy your appetite for Blood Bowl, keep one eye firmly on the official Blood Bowl Facebook page and website – www.bloodbowl.com – which has all the locker-room banter, trash talk from rival coaches across the globe and the bleeding edge of news in the ever-changing Blood Bowl landscape. White Dwarf is proud to be hosting a few pages from the premier Blood Bowl periodical Spike! Magazine each month (starting this month [here](#)), so you can see the month’s dirtiest plays, find out the most recent fixtures to see when your favourite team will be playing next, and maybe get a little more of an insight into the lives of star players.

That’s right, sports fans – after a decade in the wilderness, Blood Bowl is back, and there’s never been a better time to be a fan! ☠

HOME AND AWAY

Having had a good old-fashioned ogle at the brand-new Blood Bowl pitch, you’d be forgiven for believing it was the work of some supremely talented artist in a digital art suite. In fact, the Specialist Games team made the pitch the old-fashioned way, building a physical pitch from scratch before photographing it from on high. The only thing added with the black art of digital photo manipulation was the square grid.

“We built the board from scratch and photographed it,” says Mark Bedford. “It also meant we could do lots of really cool things later on in post-production, like the snowy winter pitches.” The more cynical amongst you may be forgiven for thinking that you’ll only ever see the classic Human and Orc pitches as boards you can buy, but the Specialist Games team have already got plans to make sure every team feels at home when they play Blood Bowl.

THE STUFF OF LEGENDS

The earlier editions of Blood Bowl had more than a fair few teams to choose from over the years. If you’re a grizzled coach with many seasons of Blood Bowl experience and have a Norse, Chaos Pact or Vampire team (to name but three of the classic rosters on offer) you want to dust off for the new season, Specialist Games have you covered. If you want to take these teams of legend to fortune and glory, check out the Blood Bowl Facebook page for more information.





BLANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has also enthused and excited many other painters, modellers and collectors and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. And this month we have something very special indeed.

Earlier this year, Warhammer World played host to a most remarkable gaming event, planned and organised by John Blanche and an inner circle of his most dedicated acolytes, and some of the most talented and imaginative painters and modellers to have graced the pages of Blanchitsu. The culmination of months of planning, preparation and hard work, they set out to tell the tale of the Pilgrim.

The participants came from around the globe. For months they had worked feverishly on creations from the darkest corners of the Warhammer 40,000 universe, from Black Ship crewmen to radical Mechanicus magi and mendicant priests of the Imperial Creed. The tale would be told upon no less a stage than Holy Terra itself – represented by an incredible board built by the participants – the first step on the pilgrim's path to the Golden Throne. So, join us, for a tale of bloodshed and thwarted ambitions – the tale of the Pilgrim.



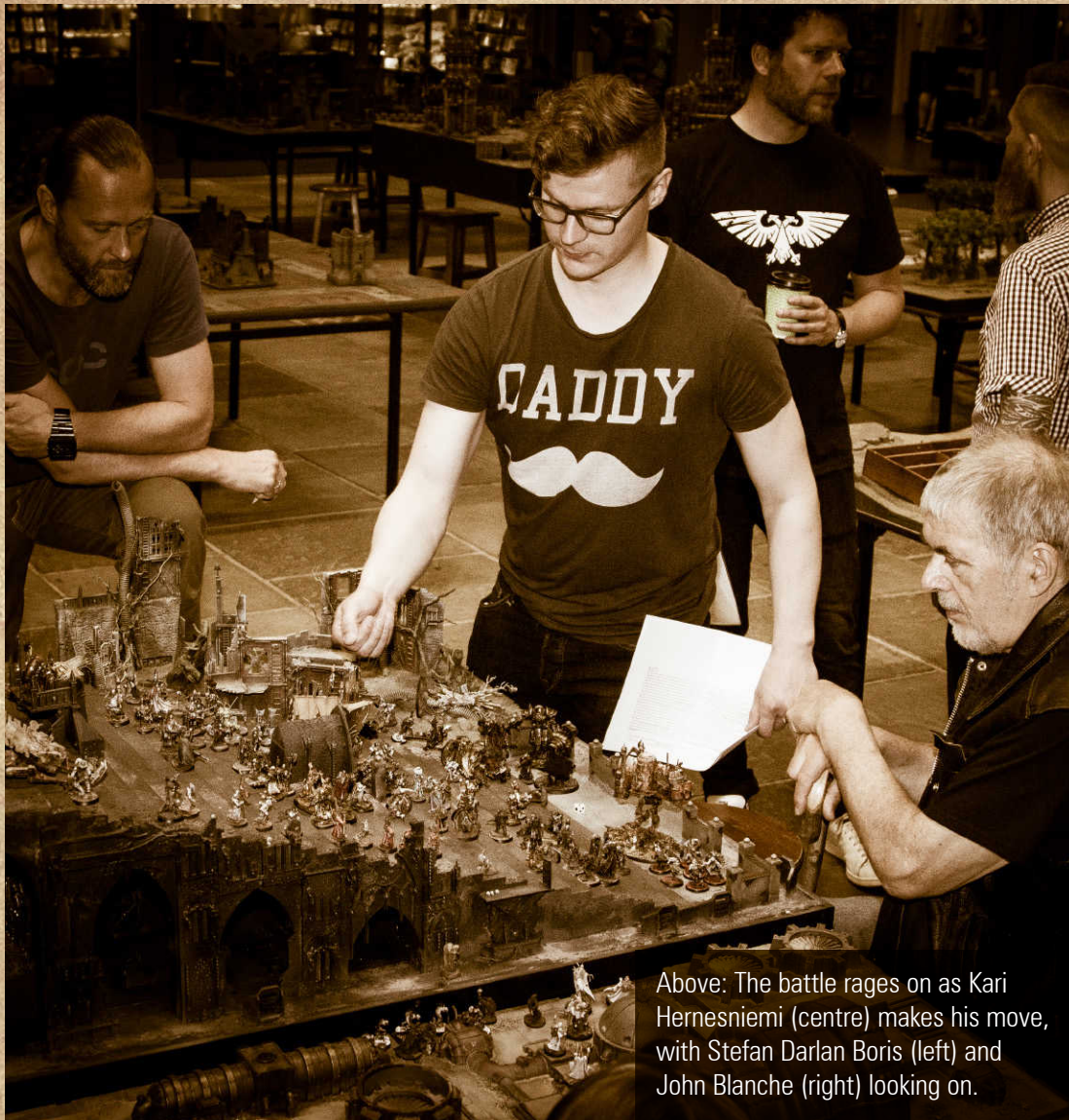
Above: This magnificent piece of art, first published in the Warhammer 40,000 6th Edition Rulebook, depicts the grandeur of the Imperial Palace on Terra. The processional, heaving with countless pilgrims, was one of the major inspirations behind the entire Pilgrim project.





Above: John Blanche's own warband, under the auspices of the Cult Mechanicus. Blanchitsu fans may recognise the brothers Quintus and Quercus (second row), but just what are they doing on sacred Terra?





Above: The battle rages on as Kari Hernesniemi (centre) makes his move, with Stefan Darlan Boris (left) and John Blanche (right) looking on.

Regular readers will be familiar with Blanchitsu where, every month, we present striking, characterful warbands inspired by the work of the great man himself, John Blanche. Works of art in their own right, many of these warbands are in fact built for - and inspired by - the games played by their creators, and the Pilgrim is about as striking an example as it's possible to imagine. Planned and prepared over months by more than a dozen friends and fellow painters, modellers and gamers, the Pilgrim is a narrative realised as a game, a stunning mix of story, imagery and miniatures dreamt up by its creators.

The result is what you might call a collaborative storytelling game, played out by its participants in Warhammer World earlier this year. The players take part not simply to win, but to help tell a brilliant story. The group came up with rules reminiscent of classic skirmish game Necromunda, but only in a basic sense, and participants were encouraged to come up with the most outlandish and curious characters they could create. "Model and images come first," is the mantra for Blanchitsu. "Story is king."



Above: The militant mendicant priests of Toni Sokura's warband (right) are drawn into conflict with mysterious characters (converted and painted by Jakob Rune Nielsen) in the depths and underways of Sacred Terra.

At the heart of that story is the Pilgrim itself. A being of supreme psychic might, yet still but an infant, the Pilgrim has been brought to the soil of Terra by Lorde Castor Marguardt. This mysterious power could prove instrumental in the plots of those who scheme on the soil of Terra, from strange gutter-cults to factions of the Inquisition possessed of the seemingly incredible belief that they might use the Pilgrim to unshackle the God-Emperor from his Golden Throne.

This sinister premise gave rise to plenty of strange and bizarre creations, with truly striking characters like Stefan Darlan Boris's Thorn Guard and the Black Ship Psykonauts of Johan Egerkrans's warband. There were a few guidelines for players to follow in creating their warbands. Psykers were to be a rare commodity. Space Marines were a possibility, but the equivalent of a warband by themselves. Only two of these demigods of war took part in the events, both the ornate scratch-built creations of Mikael Silvano.

Set on the sacred soil of Terra, such a magnificent tale required a suitably magnificent stage upon which to be told. Hobbyist extraordinaire Mikael Silvano laboured mightily for seven months designing and building the processional steps, leading ►



Above: Upon the steps of the first shrine on the pilgrim's path to the Golden Throne, the warbands and pilgrims are arrayed against each other, a swirling web of intrigues, plots, alliances, counter-plots and hidden duties, each working toward their own mysterious end, each convinced theirs alone is the true and righteous path, and that all others are fools and heretics. Blood will surely be spilled...

Left: The operatives of the Alpha Legion, led by the Traitor Legionnaire known only as 'Alpharius', clash with the warband of Lord-Inquisitor Pelagius, aided by Sentinel Grigor of the Imperial Fists. Pelagius intends to thwart any designs the Alpha Legion have on the so-called Pilgrim, but it appears that the only interest the Alpha Legion have in the Pilgrim is how it has drawn out so many opportune targets for the Legion to eliminate.

Both warbands are the work of Mikael Silvano, with his Inquisitorial warband featured in October's *Blanchitsu*.

Right: Mikael Silvano's operatives and agents of the Alpha Legion, lurking in the ruins of the Botanicarum. They served as something of a wildcard during the Pilgrim game, as whilst they had no especial interest in claiming the Pilgrim for their own, they made use of the pandemonium to further the ends of the Legion, eliminating particular individuals designated by their shadowy masters.

Below: These three warbands are all parts, in their own way, of the Adeptus Mechanicus. Tim Molloy's warband (in red), under Arch Magos Lilith, represent the orthodox Adeptus Mechanicus, dispatched from Holy Mars on a mission of extermination. Their target? The so-called 'Lost Mechanicum' led by Arch Magos Biologis Sverre Arrheniusse (top right of the picture) created by Stefan Darlan Boris, aided and abetted by the mysterious Haenrik Galde and his band of followers, which are the work of Jakob Rune Nielsen.



► up to a humble Imperial shrine. This holy site is said to be but the first stop on the long road to the Golden Throne, a journey which only the most fortunate and the pious citizens of the Imperium are ever able to undertake, and only the merest handful of those who set out to gaze upon the final resting place of the Master of Mankind will ever actually see their God-Emperor in repose. Whilst Holy Terra is the destination for Imperial pilgrims across the galaxy, it is a world of faded glory, and Mikael has deftly represented that by adding the lustre of Imperial gold on the aquila shrine and key elements, whilst the rest of the board is painted as if it were caked in centuries of grime and pollution.

Beside those processional steps lies the Botanicarium, built by Stefan Darlan Boris and (multiple Golden Demon and Slayer Sword winner) Jakob Rune Nielsen. The Botanicarium is a faded relic of its once-glorious past. In a now-forgotten age, it may have been part of the Emperor's Imperial gardens or the pleasure-gardens of lesser Terran nobility. Now, like much on Terra in the Time of Ending, it is a foul place, twisted and tainted by millennia of neglect and environmental catastrophe. It serves as the backdrop for several warbands, from Stefan's Lost Mechanicum and Jakob's Haenrik Galde to Mikael Silvano's Alpha Legion.

These warbands were labours of love for each of the participants, each magnificent examples

THE PILGRYMS

More than just a modelling, painting or gaming project, the Pilgrim was the result of months of careful planning, preparation and hard work from a cabal of like-minded hobbyists around the world, organising themselves via email and the Iron Sleet blog. Many of those taking part have previously produced work featured in Blanchitsu and we'll be bringing you more from each of them in White Dwarf over the coming months.

The whole group came together in Warhammer World in July of this year to play the game, and we were there to capture, so (from left to right) behold the Pilgrims: Tammy Nicholls, Tim Molloy, Peter Hudson, Stefan Darlan Boris, Toni Sokura, Johan Egerkrans, Mikael Silvano, John Blanche, Jakob Rune Nielsen, Kari Hernesniemi, and the Brothers Weir, Adam, Gregory and Erik.

of the fine art of Blanchitsu. In addition to the players' warbands, the board was positively festooned with non-player character models to help bring the setting to life, some made by the Pilgrim group's inner cabal, others produced by fans, fellow hobbyists and well-wishers from around the globe. Almost every model used in the game (around 200 of them) had been converted in some way, from the most subtle and restrained part swaps to full-blown scratch-builds that have parts from all corners of Games Workshop's range. Blanchitsu favourites the Lord of Plagues and Tech-Priest Dominus were popular starting points for many participants, and it's amazing to see how each ended up, with Kari Hernesniemi's Imettäjä and Tim Molloy's Arch Magos Lilith (two models that couldn't be more different) based on the same model.

So, this is the Pilgrim. Blanchitsu incarnate. A tale, a scene, an adventure. A way of collectively telling a story, building and painting some singular models and playing a unique kind of game. The Pilgrim has been all this and more, and we've barely begun to scratch the surface of it here. This stunning board and the warbands battling over it are on display now in the Warhammer World exhibition hall, and we'll be bringing you a detailed look at all of it over the coming months. Pilgrim shows that Blanchitsu is more than just an art style, or strange, esoteric conversions. It's a different way of looking at the Games Workshop hobby.



Above: The Pilgrim project's inner circle, complete with boards and warbands, in the Warhammer World Exhibition Hall.

GOLDEN DEMON

CLASSIC 2016

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where painters from all over the world compete for miniature-painting glory. This month, we feature the winners in the Diorama and Duel categories at Golden Demon: Classic.

GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: Space Marines, while Golden Demon: Classic includes 12 different categories, ranging from squads and vehicles to heroes and dioramas. You can find out more about upcoming Golden Demons on our events calendar ([here](#)) and on the Warhammer World website:

**warhammerworld.
games-workshop.
com**

GOLD, DIORAMA

GIANT VERSUS CARNOSAUR BY MATT KENNEDY



A CLASH OF MONSTERS AND HEROES



1

1 "I wanted the Saurus Oldblood rider to draw the eye," says Matt. "So when painting him, I opted for a combination of cold, icy blues and white-blue skin tones. This choice of colour works in total contrast with the Carnosaur, and in turn with the rest of the miniatures on the diorama. It just helps to draw the eye to the rider, and makes both Carnosaur and Oldblood seem very intense."



2

2 "The Giant was made utilising the old Forge World Siege Giant, with many of the Chaotic markings and runes removed," says Matt. When painting it, Matt opted to give the Giant scrapheap motley, with red, bronze, metal, black and chequered armour scraps. Even after adding a few restrained weathering techniques, such as freehand chipping and some verdigris in the recesses of the bronze armour, the Giant is still bright and striking in line with the 'Eavy Metal house style Matt has closely followed."

WHAT THE JUDGES SAID

"The first thing that strikes you with Matt's entry is that the colours are bold and vibrant – they catch your eye straight away," says Golden Demon judge Darren Latham. "But what I really liked was how Matt got the two monsters interacting with each other. It's a rare thing to see done so well in any diorama – so they look like one piece, rather than two figures posed together. There's an immense amount of work that's gone into this entry, as the Night Goblins on the base alone would have taken days to paint to that standard, on top of the sheer skill involved."

Combining deft skill with a brush, a careful choice of miniatures and not a little modelling ability, the Diorama category is one of the most eye-catching and evocative of all the categories at Golden Demon: Classic. This year, Matt Kennedy took home gold with his Giant versus Carnosaur diorama. In fact, Matt's work was so amazing it was one of a handful of pieces that could have taken home the Slayer Sword itself!

White Dwarf: Congratulations on your worthy success in Golden Demon! What drew you to these particular miniatures for your diorama?

Matthew Kennedy: I chose them specifically as they were polar opposites – the Carnosaur is a natural ball of teeth and fury, whereas the Giant is covered in filthy rags and rusty steel.

WD: Did you do much reposing to the miniatures, or was that part of your choice for picking those particular miniatures for the diorama?

MK: Dioramas are a challenge. Building it was easy. The models that I chose already had rough poses that I wanted, so there were just minor tweaks, for example angling the Carnosaur's neck down more, and the Giant's hand grabbing the Carnosaur's face. There was a lot of repositioning of the Saurus Oldblood, changing the angle of his face to meet the stare of the Giant.

WD: How did you decide on the colours you used on the Giant and the Carnosaur?

MK: With the Giant, I wanted him to be a mismatch of anything that he has managed to forage, so all of the scraps of his trousers are different, his armour is all worn and beaten, with rust and battle damage. The Carnosaur's colours were based on the 'Eavy Metal Slaughterbrute's colour scheme, as the red works well for such an aggressive beast. I brightened the red and went for a fleshier tone for its underbelly.

WD: How did you go about choosing the base?

MK: I wanted something that wouldn't distract too much from the miniatures, so I chose dark colours and wet textures as a contrast.

WD: What styles or techniques did you employ with your entry? Are they ones you use regularly, or did you try something new?

MK: I do my best to stick to the 'Eavy Metal style. It's a style designed to show a miniature off in the best light, whilst showing the highest level of painting skill. It's bright, colourful and catches the eye, and it photographs very well.

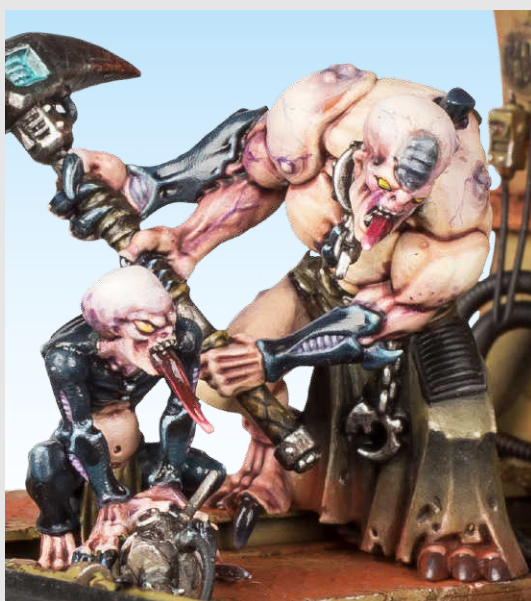
GOLDEN DEMON



SILVER, DIORAMA
HYBRID VERSUS ARCO FLAGELLANT BY CEDRIC LURKIN

IMPERIAL STEEL AND ALIEN FLESH

- 1 Cedric opted for a traditional colour scheme for the Genestealer Aberrant and Familiar, giving their carapaces a glossy, insectile sheen.
- 2 Cedric scratch-built his Arco Flagellant, starting with a Slaughterpriest as a base. Cedric carefully painted the flesh around the bionics ruddy and sore, emphasising the brutality of the augmentation.



1



2

WHAT THE JUDGES SAID

"Cedric's entry has a very dark Warhammer 40,000 feel to it," says Darren. "The entry has two unique subjects – Genestealer Cultists and Arco Flagellants – which are not what you'd expect to see fighting against each other. Overall, the entry shows strong attention to detail, combined with a great backdrop, which Cedric has put a lot of effort into getting everything right."



BRONZE, DIORAMA

WHITE SCARS VERSUS SONS OF HORUS BY PABLO LOPEZ JIMENO

FOR THE KHAN AND THE EMPEROR!

- 1 Pablo worked with both airbrush and regular brush to get the shadows and shading on the diorama just right, before building up the finer details.
- 2 "I chose the White Scars because I love those bikes," says Pablo. "I wanted to use them in a scene where they were taking their enemy by surprise, like a stampede crashing out of nowhere."



1



2

WHAT THE JUDGES SAID

"It's incredibly rare to see so many miniatures in a battle scene like this," says Darren. "It's almost like a book cover or a poster, but with miniatures! Pablo's entry is incredibly dynamic, and he's used the miniatures well. Pablo has also created a strong sense of contrast between the White Scars and Sons of Horus, with hot and cold colours. The dark base also really helps the colourful models pop out."

GOLDEN DEMON

Kin to the Diorama category is the Duel, which at first glance may seem identical, but a Duel must have only two models on a 50mm-wide base. The winner of the 2016 Duel Category was David DeBlas, with his duel between a Space Marine Centurion and a Chaos Cultist. We caught up with him, and David was happy to tell us more about his entry.

“While painting the whole duel I was influenced by Enrique Velasco’s techniques and advice (*who also won Gold in the Warhammer 40,000 Single Miniature category – Ed.*),” says David. “On this entry, I used a lot of techniques that were new to me, or at least used in a new way. Take the heavy weathering on the metallic parts, the dirt, the mud – it was a funny experience, but one that’s helped me improve my painting abilities. I used layering, veiling, heavy pointing on scratching, washes, wet painting, pigments, airbrushing... almost everything you can imagine!

“The scheme of the Centurion was easy to decide, as saturated orange is my Chapter’s colour. The cultist had to be something unhealthy, even dead-looking, so I decided on a blue-greyish skin and purple-pink details. For the scenery, I chose quite dark tones, creating contrast between the characters. With both, I added saturated colours in details, like the turquoise and the pink skin.

“As for the posing, it wasn’t too difficult. A little Green Stuff in the shoulder and leg joints,” says David. “The cultist has a few extra mutations, but I try to use as many original parts as I can.”



GOLD, DUEL

CENTURION VERSUS HERETIC BY DAVID DEBLAS

STRIKE FROM THE SHADOWS

1 David removed some of the moulded detail from the Centurion suit, in part to let him add more freehand to the model, but also to make it easier to repose, adding a few choice parts from his bits box, such as the Blood Angels axe.

2 “The parts, I’m especially proud of,” says David, “are the freehand gryphons on the shoulder pads and shield.”



1



2

WHAT THE JUDGES SAID

“The standard of painting on David’s entry is amazing,” says Darren. “It stood out in the competition, which is no easy thing. Achieving a dynamic pose with a Centurion is not an easy thing to do, and the Chaos Cultist leaping off the ledge is super dynamic – the two models are interacting but not touching. It’s all high quality, and the interaction between the miniatures feels very immediate.”

THE GRIM AND FETID MIRE



For a duel, setting the scene for the conflict is just as important as the duellists themselves. Adelchi has created a grimy swamp, the perfect home for a River Troll, using water effects, lichens and bristles alongside scale plants. The bright orange helps break up the green, and really brings the scene to life.

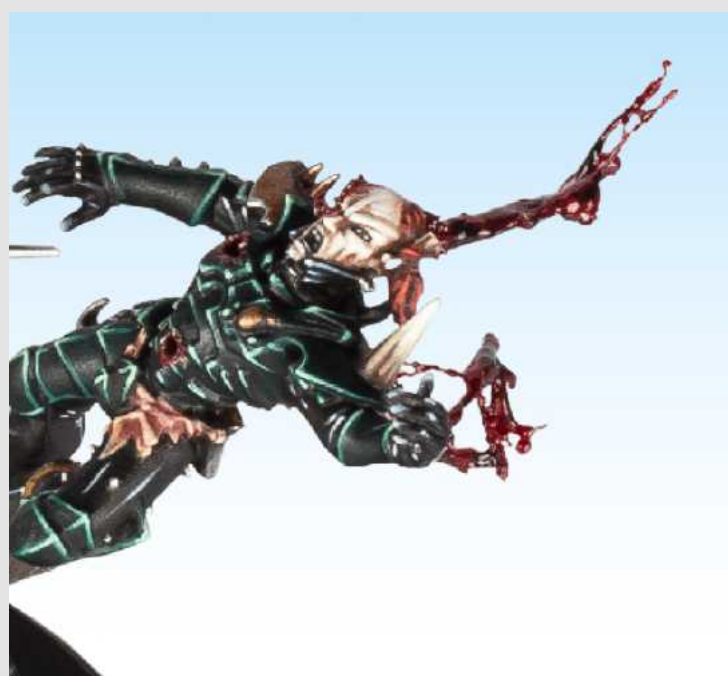


SILVER, DUEL
'TROLL SLAYER' BY ADELCHI BARAUSSE



BRONZE, DUEL
'EXPURGATUM EXTREMIS' BY MARTIN WALLER

BOOM! HEAD SHOT!



Martin has made extensive use of water effects on his entry, from the base covered in water running out of a pipe to the spray of gore bursting out of the gunshot wounds. Martin was careful to angle the Dark Eldar so that it is falling away from the Eversor's line of fire, giving a sense of motion to the Duel.



James Karch's Crypt Flyers take on Matt Hutson's Tree-Revenants in yet another battle between the two warlords. This time the Flesh-eaters enjoyed a woody feast.

A TALE OF FOUR WARLORDS

Mighty warlords, sorcerers and warchanters gather to proclaim their dominance of the Mortal Realms in this, our fourth instalment of a Tale of Four Warlords. Our challenge this month: our warlords were given the task of painting a new hero for their army.

MONTH FOUR

In month four we set our four warlords the challenge of painting a new hero for their army. Of course, most of them already have a leader for their force by now, but that's no excuse not to paint another one! Our criteria for this challenge is simple – the warlords must pick a model with the keyword 'Hero'. They can paint additional units if they want to.

A Tale of Four Warlords chronicles the saga of four mighty warlords as they build, paint and play games with a new army over the course of six months. In the first month, our quartet of eager hobbyists – one each representing the Grand Alliances of Order, Chaos, Death and Destruction – painted a Start Collecting! box to begin their army. In the second month, they painted a new unit for their force and last month a terrifying monster (or, in Andrew's case, a terrifying monster and a tidal wave of horribly mutated Chaos Spawn).

This month our warlords have been given the challenge of painting a new hero for their army. It could be a wizard, a warlord, a champion, a sorcerer, or any other hero they like. They can, of course, paint more than just a hero if they find the time, gaining them much renown and bragging rights over their fellow warlords.

This month the four warlords have also been playing more games with their collections. Matt Hutson has been challenging all-comers in the White Dwarf bunker (you can read more about his reign of terror to the right), while Andrew King and James Karch have been scouring the Warhammer World gaming hall for opponents willing to take them on. They've even clashed a few times with each other, developing their tactics for the start of next month's Ladder Campaign (more on that later).

These games have had an interesting side effect, as the four warlords have all begun to develop backstories for their armies and the heroes that lead them. Andrew in particular has had great fun creating names for all his units after launching a highly successful disease-spreading campaign in Warhammer World. You can read more about the Plaguewrought Brotherhood over the page.

THE FORCES OF ORDER

Representing the forces of Order (and the White Dwarf team), Matt Hutson has spent the last four months working on his Sylvaneth army. This month, he adds a fearsome hero to his collection.

We're not entirely sure how Matt Hutson manages to paint so many models every month, but he does. This month he's painted several new models for his Horus Heresy Imperial Fists army, a squad of Scarab Occult Terminators for his Thousand Sons force and some new units for his Sylvaneth army, including Drycha – his hero for this month's challenge – and a second unit of Spite-Revenants. The man's a painting machine!

"This month I really wanted to add Drycha to my force," says Matt. "She is such a cool model and really nasty on the battlefield. She's also a wizard, which fits in nicely with the spell-casting background of the Gnarlroot Glade, my chosen Sylvaneth clan. Of course, Drycha, the self-titled Queen of the Outcasts, isn't truly part of the Gnarlroot Glade – I doubt they'd want her – which is why I painted her differently to the rest of my army. Most of my Sylvaneth have green details, making them look verdant, while Drycha and the Spite-Revenants, her twisted followers, are much more autumnal. There's very little green on

them – they're more red, orange and ochre. They still fit with the overall army colour scheme, but you can tell they're not part of the glade."

So how has Drycha performed on the battlefield? "She's quite temperamental," says Matt, laughing. "I built her with a colony of flitterfuries, which feed on her rage, but she tends to be embittered in most of the games I've played, striding across the battlefield in a melancholy state rather than an angry one. However, when she gets into combat, she is devastating." The latest victim of Matt's army was our very own Dan Harden, whose Clans Skryre Skaven foolishly entered the Wyldwoods in search of fuel for their furnaces. "We played the Sacred Glade battleplan," says Matt, "which saw Dan's Skaven surrounded by my Sylvaneth as they attempted to awaken their groves. My Treelords were awesome against Dan's Clanrats, but they really struggled against his Stormfiends – they're horrible! I still won, though, and chased the ratmen off my land."



MATT HUTSON

Matt has made it his mission to paint one of each of the new kits in the Sylvaneth range. He's just finished painting Drycha, but there's another large model in the range he hasn't painted yet. What could it be, we wonder...?



THE SYLVANETH OUTCASTS

As mentioned above, Matt painted Drycha and her Spite-Revenants to look different to the rest of his force, painting their skin a ruddy orange to make them look autumnal rather than summery.

To make painting the Spite-Revenants easier, Matt painted their torsos separately, then glued them into the legs once he was finished painting. That way he could drybrush the bark brown without getting paint all over their skin. To paint them he used Bestigor Flesh followed by a wash of Reikland Fleshshade. He then tidied up with Bestigor Flesh and highlighted them with Kislev Flesh.

Matt also painted Drycha in sub-assemblies, drybrushing her legs, outer torso and arms separately before gluing them all together. This meant he could also paint Drycha's flesh-like body – painted the same way as the Spite-Revenants – separately, and glue it in when he assembled all the parts. He attached the flitterfuries last.



A TALE OF FOUR WARLORDS

THE FORCES OF CHAOS

Emerging from the Nurgle-tainted swamps of the Realm of Life, Andrew King has added yet another monster to his rancid collection – the vomit-inducing Maggoth Lord Bloab Rotspawned.



ANDREW KING

Andrew knows that the best way to get inspiration for Nurgle models is to look at pictures of hideous diseases. However, he's also pretty squeamish, so he has to look at them with his eyes half-closed and a sick bucket on standby.

Andrew's had a busy few weeks recently (he got a new job in the Warhammer World store) and only managed to get one model painted for this month's challenge. Fair play to him, though, it is a pretty big one – the Maggoth Lord Bloab Rotspawned.

"You can't get much more Nurgley than the Maggoth Lords," says Andrew as he sets up his models in the White Dwarf bunker for a game against Matt. "Normally the Maggoth Lords are green and beige in colour, but I wanted both Bloab and his Maggoth to be blue to fit in with the rest of my collection. I painted Bilespurter – his Maggoth – the same way I painted my Mutalith Vortex beast, with a dark skin tone to suggest it's all gnarly and leathery. The comet of vomit coming from its mouth I painted separately so I could undercoat it Corax White instead of Chaos Black. Then I applied a wash of Casandra Yellow over the undercoat – that's it. I picked out the skulls floating in it as normal. Bloab I painted to match the Putrid Blightkings, specifically their pastel blue

armour. My favourite feature of the model, though, is the swarm of flies emerging from Bloab's cowl. I painted them Abaddon Black, drybrushed them Dawnstone, then glazed them with Waywatcher Green, Druchii Violet and Guilliman Blue to give them an iridescent look, kind of like bluebottles."

Bloab isn't the only model in the Plaguewrought Brotherhood with a name, though, as Andrew likes to come up with names and background for all his models. "The Plaguewrought Brotherhood – the Daemons in the army – are led by Urh-Gharax the Pestilential, a Herald of Nurgle," explains Andrew. "His disciples are the Rot-Born Plaguebearers, the Thrice-Despoiled Plague Drones and the Pox Children, a gaggle of Nurglings. Then there are the mortal followers of Urh-Gharax, the Despoilers of Dras'Shiel. They've certainly earned their name – they are monstrous on the battlefield!" So far the Mutalith Vortex Beast and its attendant Spawn don't have names, but apparently Andrew's working on them.

USING BLOAB IN BATTLE

As Andrew and Matt set their models up on the gaming table in our hobby room (more on that next month), we asked Andrew what he expected of Bloab on the battlefield. "I don't have many ranged attacks in my army, and not much magic either," says Andrew sadly. "Hopefully Bloab will be able to change that. Bilespurter's vile bile can cause a lot of damage, even to armoured targets, and Bloab has the Miasma of Pestilence spell, which stacks extra damage onto a unit on top of the damage you've already caused. Bloab is pretty durable, too, and he's certainly dangerous enough in combat. Hopefully I've finally found something that can take on Matt's Treelords."

In other news, we also asked Andrew if his Mutalith Vortex Beast had managed to turn anyone into a Spawn yet. "Sadly not, says Andrew, looking even more crestfallen than last month when we asked him. "I don't think I'm in Nurgle's favour at the moment."



THE FORCES OF DEATH

First it was malignant spirit-hosts, then it was flesh-eating Ghouls. Now James Karch has truly devoted himself to Nagash, Supreme Lord of the Undead, by adding one of his Mortarchs to his collection.

Back in the first instalment of a Tale of Four Warlords, we mentioned how James Karch was inspired to start his collection after listening to the *Knights of Vengeance* audio drama series. However, there's a pivotal undead character in that series that's been suspiciously absent from James's army so far. Until now, that is...

"I painted Mannfred," says James proudly, placing the Mortarch on our gaming table. "He's such a treacherous, nasty character in *Knights of Vengeance*, and towards the end of the audio series he summons a vast army of Ghouls to fight for him, which is convenient, because I've been painting lots of them recently." At this point James produces five Crypt Flyers that he's also finished and a Crypt Infernal Courtier to lead them. "I've also been working on some Crypt Ghouls," says James, showing us a picture of 40 of them midway through being painted. Apparently there are another 20 awaiting assembly. We do wonder whether James ever sleeps.

"I did a little conversion work on Mannfred," explains James. "Normally he's held aloft by a trio of spirits, but I wanted to base him using the new Shattered Dominion base toppers so he would match the rest of my army. Sadly the spirits didn't quite gel with the bases, so I carefully cut them off and remodelled Mannfred onto some of the fallen masonry pieces from the kit. I did the same with the Crypt Flyers and the Courtier."



Above: *Only the Faithful* is the last story in the *Knights of Vengeance* audio drama series by Black Library. It is available to purchase and download from www.blacklibrary.com



JAMES KARCH

He spent the last few weeks mumbling dark incantations, but no matter how many sacrifices he made, James Karch just couldn't summon a minion to paint his models. In the end he went to the pub. No, wait... painted the models himself.



PAINTING MANNFRED

When painting Mannfred, Mortarch of Night, James left Mannfred separate to make him easier to paint.

James started by undercoating both Mannfred and his mount, Ashigaroth, with Chaos Black, then painted all the skulls in Ashigaroth's body Ceramite White. This he followed with a layer of Yriel Yellow, then a wetbrush (it's like drybrushing, but a little wetter) of Troll Slayer Orange and finally a light drybrush of Astorath Red.

It may seem strange to 'highlight' a model using successively darker colours, but the skulls are meant to be on fire, and the hottest and brightest areas will be at the centre, not on the outside. That's why the skulls have been highlighted in reverse. James then painted the rest of Mannfred using his army colours of red, black and grey. The spirits on the cloak and Mannfred's weapons he painted using Nihilakh Oxide to make them glow with an ethereal light.

A TALE OF FOUR WARLORDS

THE FORCES OF DESTRUCTION

Here in the White Dwarf office we've likened Phil Cowey's orruk collection to an avalanche – it started small, but it's gradually gaining momentum. It's only a matter of time before it becomes unstoppable.



PHIL COWEY

It's official, Phil has finally unpacked all his possessions following his house move. Okay, that's not entirely true, but he's unpacked all the important stuff, such as his paints, models brushes and a cuddly toy (we might have made that one up...).

The Ironjawz range has a great selection of character miniatures, so Phil was well set for this month's challenge to paint a hero for his collection. He'd already painted a Warchanter and a Megaboss on Maw-krusha for A Tale of Four Warlords, which left him with the Megaboss and the Weirdnob Shaman to choose from. Unable to pick just one of them, Phil decided to paint both.

"The orruk models are so full of character, especially the hero models," says Phil. "And they're all really different, too. The Weirdnob Shaman is staggering all over the place, a plume of magical smoke pouring out of his staff, while the Megaboss on foot is nothing short of an armoured tank. Painting the new characters was one of my goals in this challenge, so I'm really pleased I've managed to achieve it.

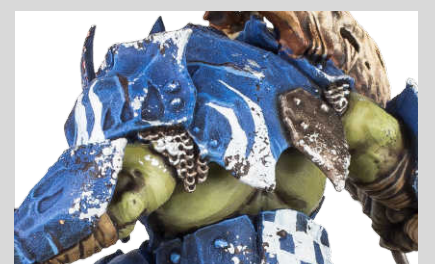
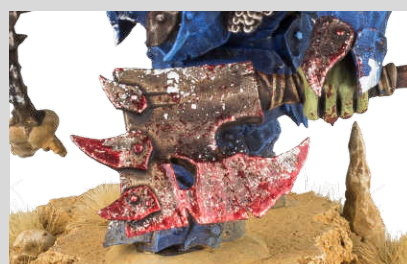
"I've named both of my new characters, too. The Shaman is known as Fizzgob da Unlucky. He ate a bad mushroom once that had explosive, not to mention colourful,

repercussions. The Megaboss is called Gargath da Hacka on account of the huge spear he carries around all the time." Gargath carries a massive axe, too – both weapons were spares from the Maw-krusha kit that Phil painted last month. He simply swapped out the Megaboss's usual hands – a boss choppa and a rip-tooth fist – for the spare weapons. "One of the things I love about Warhammer Age of Sigmar is that you have pretty much free reign to do conversions like this," says Phil. "My Megaboss may physically be armed with a spear, but I'm still going to use the Megaboss warscroll for him in battles. It means I can create cool conversions without worrying about what weapons a model has. I'm also really digging the General's Handbook. I love playing games without points (*orruks can only count up to five, anyway, so making an army list might be tough.* – Ed) but I really like the structure it provides for games, too. The Battle Traits, Command Traits and Artefacts in the allegiance abilities section are great fun, too – I'm a big fan of the Battle Brew."

FIZZ & WAAAGH!

Right: Phil's Weirdnob Shaman can barely handle the Waaagh! energy coursing through his body. While most of the orruks in Phil's force wear white face paint or tattoos, Fizzgob has blue tattoos and shamanistic markings scored onto the backs of his hands and around his calves. Phil painted Fizzgob's plume of magical energy purple to make it stand out from the rest of his orruks – it's the only purple in the army, so it really catches the eye. Phil has also painted Fizzgob's robes a slightly different blue to the armour worn by his Ironjawz. This helps mark it out as a different material – a piece of ragged cloth instead of blue-painted pig-iron.

Far right: Phil painted Gargath da Hacka in the same colour scheme as his other orruks, albeit with extra paint chips and scuffs to show how ded 'ard and killy he is. Again, Phil splattered the model with Blood for the Blood God, even applying some to Gargath's iron jaw and knee. It seems every part of him is a potential weapon...



NEXT MONTH: LADDER CAMPAIGN

So far our four warlords have played a few games against each other, but now they've got sizeable forces, they want to play some bigger battles. Next month, they're going to start a Ladder Campaign.

The ladder campaign was all Matt's idea, which, we suspect, is down to the fact that he's undefeated with his Sylvaneth army so far. So what's it all about?

"Ladder Campaigns are a really simple way to organise your games, especially if you've got busy lives like us," says Matt. "We took the rules straight from the General's Handbook, and you can play as many or as few games as you like in your quest to reach the top. If you win, you move up the ladder, if you lose, you stay where you are, or possibly even move down it. Having just four of us in the ladder will work well enough, but we're going to invite other players to take part too – the more the merrier! I know Dan will take part as he wants revenge after our last game." 🐼



The image shows the cover of the March 2002 issue of White Dwarf magazine. The central illustration is a large, muscular, pink-skinned dwarf with a prominent nose and a wide, toothy grin. He is wearing a red tunic with a white cross and a brown belt. He is holding a large, ornate sword in his right hand and a shield in his left. The background is a dark, rocky landscape with a small, white, domed building in the distance. The magazine's title 'WHITE DWARF' is written in large, bold, yellow letters with a black outline. Above the title, it says 'NEW! WARHAMMER GIANT!'. Below the title, there is a section for 'FREE INSIDE 2000 GOLDEN DRUMEN INCHES' which includes a small image of a game box. At the bottom, there is a section for 'LORD OF THE RINGS THE STRATEGY WARGAME'. A barcode is located in the bottom right corner, with the date 'MARCH 2002' and the price '£3.50' printed next to it. The website 'WWW.GAMES.WORKSHOP.CO.UK' is also visible.

ATTACK OF THE GIANTS

Be Amazed...
At the virility of this enormous plastic kit!

94-98

Quiver with Fear...
A horde of these monstrous folk to the field!

94-99

Gape In Awe...
At the power of this beast in your games of Warhammer!

94-98

Giants are huge, stupid monsters who blunder about searching for flesh and beer. But it was not always so, for theirs is a tragic story...

Millennia ago, the Giants lived in castles heaven from the vast peaks of the Mountains of Mouris, their realm a peaceful archipelago of plateaus surrounded by a sea of white clouds. Civilisations rose and fell below, but these Sky-titans remained hidden from the eyes of the smaller races.

This world was shattered when the Ogre homelands were destroyed by the coming of the Great Maw, forcing the Ogres into the mountains. A war in the heavens ensued. Though the Sky-titans were mighty, the Ogres' numbers prevailed, and they held feast after feast in the castles of their victims before pulling down their fastnesses and hurling them into the valleys below.

The few surviving Sky-titans fled. Forced into small tribes, they became inbred, their intellect dwindling. Now the last remaining giants are nomads, terrorising the Old World as mercenaries or brutes.

[illegible]

The Fall of Medusa V was one of the largest campaigns ever run by Games Workshop and even had its own website so you could record your results and influence the outcome of

the campaign. It heralded a wave of new miniatures including Eldar Rangers, Tau Stealth suits and the Vostroyan Firstborn for the Astra Militarum.

THE FALL OF
MEDUSA V

NEW

Imperial Guard

Regiments from across the Imperial Guard fled to Medusa V, and the hundreds of landing men has fallen to Lord Marshal Goff. In honor of Vonnoria, Hozzogh has vowed to secure complete control of the planet in the name of the Emperor, no matter the cost.

NEW Vulture Commando

Orks

The bulk of the infamous Blood Moon Warlord Nardius Uig Vordath has crashed into the world of Medusa V. Nardius's Warbringers have secured him at the end of the planet, and the Warlord means to escape.

NEW Dark Big Bird

The Tau Empire

From their hidden facilities on Medusa V, the Earth caste strives to undo the last check on Tau power – their lack of Warp travel. Their Ethereal Scummers, pointing at Von Crother's Repulsor, are harvesting data, in a bid to unlock the unknown mysteries of the Warp.

NEW The Librarian

Eldar

The webway was once the Eldar's key to power. Now shattered, it may prove to be their undoing – as the portal on Medusa V is permanently open. The power of Chaos must be prevented from entering the webway, so survival Elitane Swiftblade of the Alaric, Calldriel.

NEW Eldar Assassin

NEW

Dark Eldar

Slaves are the coin of the Dark Eldar realm, and slaves in war are easy to take. Archon Net-Ain, Daughter of Pain, plans to take as many as she can, so that she may return to Commorragh in triumph, and cast down her former master Andrielah Vest.

Dark Eldar Assassin

Necrom

The mirth of the Necrotic are full of laughing for fools, yet it is within flesh that reside the souls they crave. The storm offers them a rich opportunity – if tamed, it could soothe the world, allowing them to feed in peace forever...

Necrom Destroyer Lord

Space Marines

Captain Sitarion of the Ultramarines, hero of the Medusa Schism, has returned to the Medusa system at the head of a crushing force drawn from dozens of chapters of the Adeptus Astartes. They know the power of Chaos, and that Vengeance must be stopped.

NEW Space Marine Chapter

Chaos

Abaddon has dispatched Vengeance to Medusa V. This season's Chaos Sacrifice has become a planet incensed by the changing power of Chaos, transformed into a Daemon World, himself as its master.

NEW Chaos Prince

WARP STORM IMPACT
96:18:42:16



index xenos

MERCENARIES OF THE TAU EMPIRE

We'd already met the Kroot five years previously, but issue 316 introduced another alien ally of the Tau – the Vespida. In this article we learn that

three pairs of eyes, no visible ears, wings that vibrate to make their guns more powerful, and a deadly-looking tail stinger that's fortunately just for show.

ARMY OF THE MONTH

THE KNIGHTS OF AZYR

Every issue we feature Army of the Month, a glorious collection of Citadel miniatures lovingly assembled over many years. This month, Dan talks to Ben Johnson about his vast collection of Stormcast Eternals, the Knights of Azyr.



When it comes to collecting, painting and playing Warhammer Age of Sigmar, there are few hobbyists as fanatical as Ben Johnson. Indeed, many reader's may already be familiar with Ben – his Skaven army was our very first Army of the Month back in October 2012 and he also took part in last issue's Battle Report where he took on James Ashbey's army of Destruction with his Stormcast Eternals. Ben is also a regular participant at gaming events and tournaments around the UK, having taken part in 136 events at the time of writing. You'd think playing so many games, plus the time-constraints of everyday life, would leave Ben very little time to paint. You'd be wrong. Over the last year, Ben has built and painted this collection of Stormcast Eternals, parts of which he has already fielded at 19 event weekends. But what drove him to collect such a huge force? We had to find out more!



ABOUT BEN

Ben was first introduced to the worlds of Warhammer way back in 1992, when he painted an army of red Space Marines – possibly Flesh Eaters – for Warhammer 40,000. Since then, Ben has collected and painted countless armies and played in hundreds of gaming events and tournaments up and down the length of the British Isles.

“Over the years I've collected pretty much every army for Warhammer,” says Ben. “Most of them – Daemons of Chaos, Warriors of Chaos, Orcs & Goblins, Skaven, and so on – were painted for the previous edition of Warhammer and while I have played games of Warhammer Age of Sigmar with them, I came to the realisation that I wanted to paint a brand new army for it. It was a new beginning for Warhammer, so I needed a new army to celebrate! There were two obvious choices for new armies – the Stormcast Eternals and the Khorne Bloodbound, both of which came in the starter set. I have a tendency to collect evil armies, so the Bloodbound were instantly enticing, but the Stormcast Eternals were entirely new – no one had ever seen anything like them before. That was the deciding factor for me – the miniatures. If I love a miniature, I'll get it and paint it. If I like the army, I'll get all the models.”



ARMY OF THE MONTH



But the new models weren't the only reason why Ben decided to collect Stormcast Eternals. "Their background is so cool," says Ben. "They essentially have an infinite number of lives – or as close to – but every time they use one of those lives, a little bit of who they are dies. The thing is, we don't know what the ultimate fate of a Stormcast Eternal is if they die too many times. I like to imagine they become blank-faced automatons, as emotionless as the masks they wear. That's why all my models will always wear their helmets. I think there's great strength in painting a model's face as it adds a lot of character to the model, but there's a wonderful air of mystery about the Stormcast Eternals and their masks preserve that.

"One of my first resolutions with this army was to not paint my Stormcast Eternals gold," says Ben, laughing. "I expected everyone to paint them gold – I was pleasantly surprised how many people picked their own colour schemes

Above: Lords-Celestant Branatar Drakerider (on Stardrake) and Matthias Hammerstrike (on Dracoth) lead their warriors into battle.

Matthias Hammerstike and his Warrior Chamber were amongst the first warriors deployed to the Mortal Realms during Sigmar's great storm and have been fighting ever since. After battling Khorne's minions in the Realm of Fire, they were then sent to the Realm of Life, where they fought against the chattering Skaven hordes of Arch-Warlock Quikk-Arks and the conniving grey Seer Snichh-Fanng. Meanwhile, the Extremis Chamber – led by Branatar – had its own mission (next page).

for them, actually – and I wanted mine to stand out, to be different. I thought, rather than paint them bright and shiny, I could paint them dark and a little dirty. In the end I settled on dark blue and white for my colour scheme, like thunderclouds in a night sky – the Knights of Azyr were born! It took a little experimentation to come up with the colour scheme, but the colour chart (*which you can download for free from the Black Library site – Ed*) made it much easier to find the right shades and highlights for each colour. I also got a lot of useful tips from Duncan's painting videos and Paint Splatter. I consider myself a good painter, but there's always a new tip to learn from those guys. In this case it was a wash of Mournfang Brown into the recesses of the armour – it makes a massive difference to the final colour of the armour for very little effort. I didn't mix any paints, either – I'm notoriously bad at remembering what colours I use as it is and mixing colours would just get confusing, not to ►

THE KNIGHTS OF AZYR

Below is the full army list for Ben’s Stormcast Eternals force. As you can see, he draws units from both the Knights of Azyr’s Hammerstrike Warrior Chamber and the Hevavanhost Extremis Chamber.

CHAMBER COMMAND

Matthias Hammerstrike

Lord-Celestant on Dracoth

Trembrar of the Skybourne Slayers

Lord-Celestant

Roth Lightbourne

Lord-Castellant

Sagicon Hammerbourne

Lord-Relictor

Destinn Strikehand

Lord-Relictor

Dragnnar Vestied

Knight-Venator

Volkhard Lightkeeper

Knight-Azyros

Reikk Goldenhelm

Knight-Vexillor

Baugard Rollefsson

Knight-Vexillor

Iduna Haakon

Knight-Heraldor

Hendalson Thorald

Knight-Heraldor

Volanse Stolwalk

Knight-Questoar

THE KINCLAVE OF HELMGART

Redeemer Conclave

10 Liberators armed with warhammers and shields

10 Liberators armed with warblades and shields

10 Liberators armed with a pair of warhammers

THE CELESTINE BRETHREN

Angelos Conclave

3 Prosecutors armed with celestial hammers

3 Prosecutors armed with celestial hammers

6 Prosecutors armed with celestial hammers

THE HEAVENBOLT CONGRESS

Justicar Conclave

5 Judicators armed with skybolt bows

5 Judicators armed with skybolt bows

5 Judicators armed with skybolt bows

THE STORMROAR KINSMEN

Paladin Conclave

5 Retributors

5 Retributors

5 Decimators

5 Protectors

THE HEVAVANHOST EXTREMIS CHAMBER

Branatar Drakerider

Lord-Celestant on Stardrake

DRAKESWORN TEMPLE ANNIHILUS

Ulstai Annihilus

Drakesworn Templar on Stardrake

Braggiai Annihilus

Drakesworn Templar on Stardrake

Starkai Annihilus

Drakesworn Templar on Stardrake

Palmai Annihilus

Drakesworn Templar on Stardrake

Lightning Echelon

4 Fulminators

4 Tempestors

Thunderwave Echelon

4 Concussors

4 Desolators

THE HAMMER OF SIGMAR

Celestant-Prime

LORD-CELESTANT BRANATAR DRAKERIDER

Branatar Drakerider is the Lord-Celestant of the Annihilus Drakesworn Temple of the Knights of Azyr. Once a wild-man from the Realm of Ghur, Branatar’s affinity with Stardrakes saw him quickly rise to command his temple. His most recent mission was to recover the fabled Celestial Compass, an artefact that could cement Archaon’s hold over the Allpoints. Though Brantar fought hard in the campaign, the Compass was eventually stolen by a horde of Spiderfang Grots. Still, at least Archaon doesn’t have it.



ARMY OF THE MONTH



THE KINCLAVE OF HELMGART

The Kinclave of Helmgart are a Redeemer Conclave from the Knights of Azyr and the first warriors to be forged during the creation of the Stormhost.

They fought alongside the Hammers of Sigmar in Aqshy, the Realm of Fire, where they battled Korghos Khul's Goretide for control of the Gate to Azyr. While the Hammers of Sigmar, led by Vandus Hammerhand, assaulted Korghos Khul's stronghold, the Knights of Azyr, including the Kinclave of Helmgart, marched on the Obsidian Bridge. This vast structure spans the River Magnus, and for several days the Kinclave fought alongside the Anvils of the Heldenhammer to hold back a millions-strong tide of frenzied Bloodreavers. Last reports say the Kinclave can now be found fighting in Ghyran against the insidious Skaven.



► mention inconsistent over such a large army. Besides, there are so many colours in the Citadel paint range now, it's not like there aren't the right colours for the job!" (You can find the colours Ben used for his models on [here](#).) paints, either – I'm notoriously bad at remembering what colours I use as it is and mixing colours would just get confusing, not to mention inconsistent over such a large army. Besides, there are so many colours in the Citadel paint range now, it's not like there aren't the right colours for the job!" (You can find the colours Ben used for his models on [here](#).)

With models on his painting table, it wasn't long before Ben started playing games with them in a campaign organised by Studio writer Andy Clark. "The campaign was the first proper outing for the Knights of Azyr and they performed pretty well," says Ben. "It was interesting seeing everyone get to grips with Warhammer Age of Sigmar and learn all its intricacies, how units work well together and the synergy of the game. Andy threw a little twist into the campaign, though. He awarded bonus points if you came up with a story for your army. That's not something I normally do for my armies – I've given heroes and units names before, but rarely do I come up with a ►



FORGED BY SIGMAR (AND BEN)

Ben loves converting his heroes to make them distinctive. On the left you can see Lord-Relictor Sagicon Hammerbourne, who Ben has converted to hold his reliquary in his opposite hand. On the right, Lord-Celestant Trembrar has been converted to carry a spare Liberator's shield.

ARMY OF THE MONTH

full story. But my competitive streak showed through and there were victory points at stake, so I started typing! I've found there's a real sense of achievement coming up with a name and background for your collection. It makes your army feel more real, more alive and exciting. The story for my army is actually based on the first five or six games I played of Warhammer Age of Sigmar. I picked out all the exciting bits that happened and wove them into a story. As my heroes and units do heroic things in games, they get new names and accolades.

"When it comes to collecting an army, I'm not someone who creates, say, a 2,000-point force and leaves it at that," says Ben. "I will get all the models I want and then create armies from my collection. My Knights of Azyr force weighs in at around 6,000 points now, giving me loads of options as to what units to pick when I play my games. I also like to take every unit in my army to a gaming event at least once. Probably the most extreme example of that was when the Stardrake came out and I took four of them and the Celestant-Prime to the South Coast Grand Tournament run by Dan Heelan. I knew I would struggle because three out of the six scenarios being played over the weekend involved capturing objectives, which the Stardrakes couldn't hold! But that didn't deter me – it was a fun weekend and I loved using my models. I've even included some of the background Dan wrote for the event into my army's story. All the scenarios over the course of the

"I've found there's a real sense of achievement coming up with a name and background for your collection. It makes your army feel more real, more alive and exciting."

weekend revolved around finding a magical artefact known as the Celestial Compass. Branatar Drakerider, the leader of my force for this event, didn't find the compass, but he did make a name for himself on the battlefield and earned himself a background story, which was great fun to write."

So what's next for Ben and his ever-growing army of Stormcast Eternals? "I always wanted to collect an entire Warrior Chamber of 250 men," says Ben, "but that may be a little too ambitious, even for me! However, I do have another couple of units of Judicators on my painting table at the moment, this time armed with boltstorm crossbows, plus the new Lord-Veritant and the Errant-Questor. And I want to paint another 30 or so Liberators, so actually that goal isn't that far off. I'm also working on some new terrain, too. The Knights of Azyr have marched on Shyish, the Realm of Death, so I'm making some appropriately grim scenery for them to fight over."

The Dracothian Guard of Drakesworn Temple Annihilus charge into battle. If you look closely at the Dracoths' chest armour, you can see that Ben has used one design of peytral on the warriors in the Thunderwave Echelon and another design for those in the Lightning Echelon. Such attention to detail is characteristic of all Ben's armies.

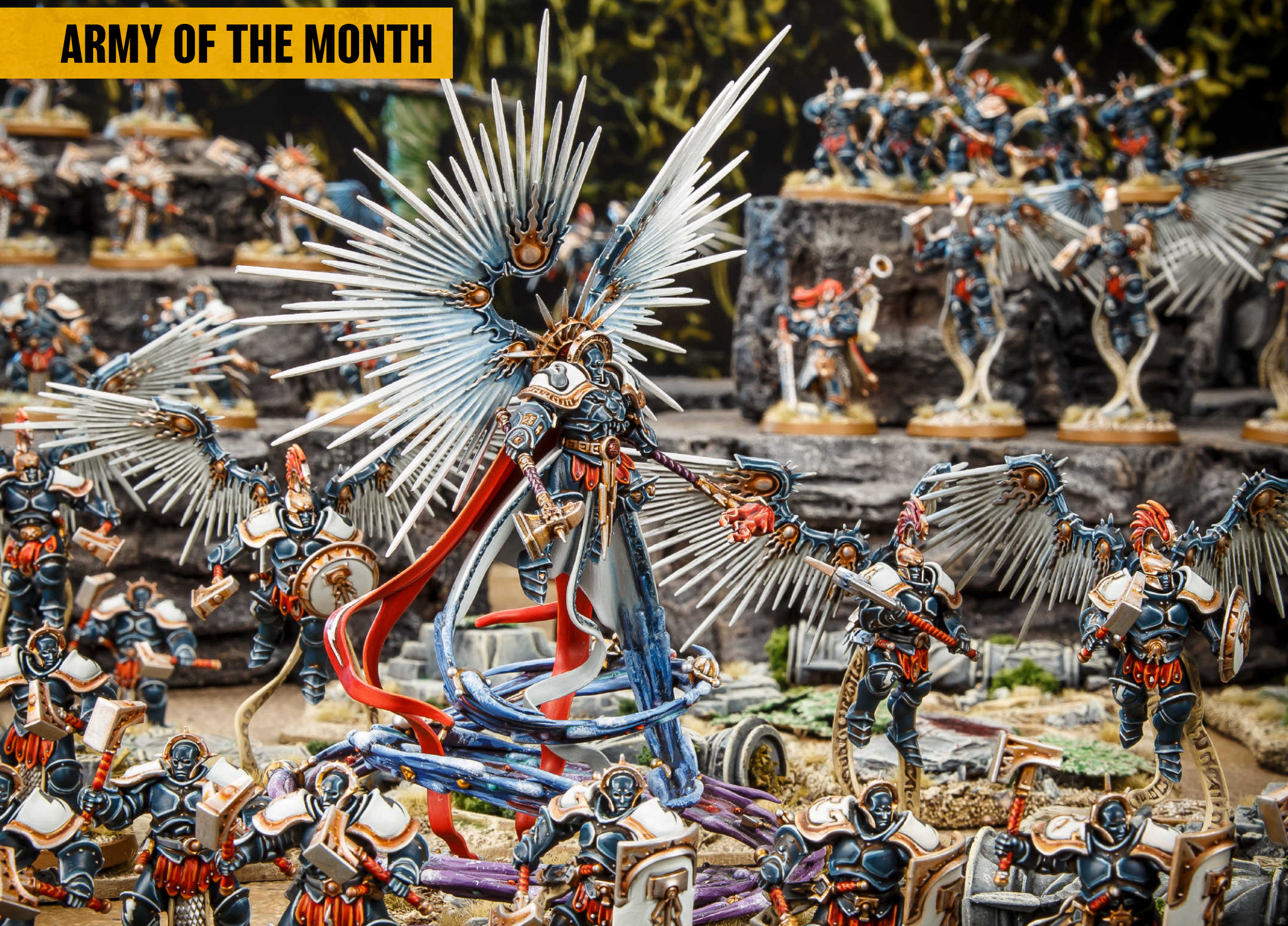
It's worth noting that most of the scenery (bar the rocks in the background) is drawn from Ben's own scenery collection, which is based around his current campaign set in the Realm of Life.



Right: Ben's Liberators form the backbone of his army. Some are taken from the Warhammer Age of Sigmar starter set, while others (such as those armed with grandhammers) come from the Liberators boxed set. Ben's advice is to always include some special weapons in your units, because you never know what you might come up against on the battlefield.



ARMY OF THE MONTH



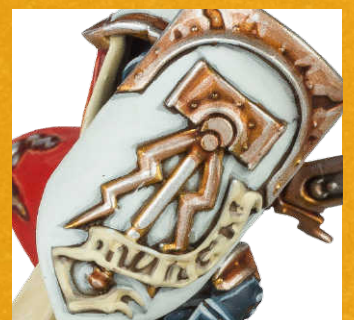
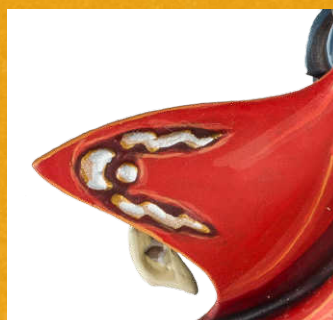
Above: The Celestant-Prime is the most powerful warrior in all of Sigmar's Stormhosts. Armed with the fabled warhammer Ghal Maraz, he descends from the heavens to bring wrath and ruin to his foes. Traditionally seen wearing gold armour, the Celestant-Prime's armour changes colour to match that of the Stormhost he's fighting alongside. Here he wears the sombre blue of the Knights of Azyr.

PAINTING THE KNIGHTS OF AZYR

When painting his Stormcast Eternals, Ben applies all the basecoats first – the armour is painted Stegadon Scale Green, the gold plates are Retributor Armour, the white shield is painted Celestra Grey and the red pteruges and plumes are Mephiston Red. Ben then shades the whole model with Agrax Earthshade before highlighting all the different areas.

The armour is washed with a watered-down glaze of Mournfang Brown, then highlighted with Thunderhawk Blue, Fenrisian Grey and finally, on the top edges, Pallid Wych Flesh. The gold is washed with Reikland Fleshshade in the recesses to give it a reddish sheen and then highlighted with Liberator Gold and Stormhost Silver.

The red areas are washed in the recesses with Nuln Oil, then highlighted with Evil Sunz Scarlet, Wild Rider Red and, lastly, with Tau Light Ochre on the edges. The white areas are highlighted with Ulthuan Grey and White Scar.



FACTION SPOTLIGHT

STORMCAST ETERNALS

The Stormcast Eternals are Sigmar's immortal warriors, an angelic host loosed from the Celestial Realm on bolts of lightning to wage the God-King's war on the forces of Chaos.

The Stormcast Eternals are amongst the greatest warriors to ever walk the Mortal Realms, an army of demigods forged by Sigmar to fight the never-ending war against the dark forces of Chaos. They exist not to build homes, raise families or sow crops, but to fight for all eternity, for they are the embodiment of Sigmar's wrath, his hatred of Chaos made manifest; they are the storm made flesh.

Yet they were not always so, for the Stormcast Eternals were once mortal men and women who fought against the Dark Gods. Saved from death by the God-King himself, they ascended to the Realm of Heavens on bolts of lightning where they were reforged by Sigmar and the duardin smith-god Grungni. No longer were they mortal beings, but immortal warriors imbued with the power of the heavens. Lightning coursed through their veins and the strength of a vengeful god came to their hands as their bodies were clad in suits of sigmarite armour.



The holy symbols of the Stormcast Eternals are the hammer and the Sigmarabulus – the twin-tailed comet. The hammer represents Ghal Maraz, Sigmar's fabled warhammer, while the comet carried him from the destruction of the world-that-was to the Mortal Realms. Many Stormcast Eternals carry warhammers as weapons and all wear the Sigmarabulus somewhere on their armour as a sign of their loyalty to Sigmar.

Each Stormcast Eternal Warrior belongs to a Stormhost, each of which has its own collective personality. The Celestial Vindicators (seen below) are grim, merciless warriors, while the Hammers of Sigmar are noble and honourable. Rarely does a Stormhost fight in its entirety – instead it is deployed in chambers, each under the command of a Lord-Celestant, a proven-warrior and master tactician. At his command are scores of Liberators, lightning-wreathed Retributors, Judicators, winged Prosecutors and, should his rank permit, Dracothian Guard, and the mighty Drakesworn Templars – Stormcast who ride fearsome Stardrakes into battle.

Though the enemies of the Stormcast Eternals are beyond count, the Stormcast do not feel fear, for they know that should they be slain in battle, they will return to Azyr in a blast of light to be reforged, ready to fight once more. Yet every reforging comes at a price, though none, not even Sigmar, know the cost... ☠

Ben's Knights of Azyr are just one of Sigmar's many Stormhosts. Below, the Celestial Vindicators battle a horde of Tzeentch worshippers.



BLOOD BOWL MATCH REPORT



REIKLAND REAVERS VS THE GOUGED EYE

Don your team colours, tap a cask of Bugman's XXXXXX and tune in to Cabalvision, because it's time for our Blood Bowl Match Report. How will Games Designer Jervis Johnson fare against our Editor, Matt, when the Reikland Reavers play the Gouged Eye?

DRIVE BY DRIVE

A Blood Bowl game lasts for two halves of eight turns each, but the real shape of a game comes from the 'drives' that unfold as players attempt to move the ball downfield and score. A drive is, essentially, the period of play between touchdowns and kick-offs. The ball might change hands a few times, but often a drive really comes to fruition when a team manages a sustained spell of possession. So, you'll see we've presented the game as a series of drives (mostly scoring ones, too!) with diagrams, photos and, of course, commentary from Jim and Bob bringing you all the key moments.

Blood Bowl, like most of our games, involves two players. Unlike most of our games, however, it involves a ball that has to be kicked, thrown and otherwise manhandled over a blood-splattered line to score a touchdown. The side that scores the most touchdowns is the winner. Simple, really. Except that while some players are concentrating on picking up the ball, the rest are pummeling the living daylights out of each other. Sounds like a great premise for a special Battle Report, eh?

This month, Matt "Blood Bowl Fanatic" Keefe is holding the banner high for the White Dwarf team. Over the last few weeks he's been polishing up on the rules of the game and he was even spotted in the car park throwing a ball around.

And no wonder he's been practicing, because he'll be playing against none other than the father of Blood Bowl, Jervis Johnson. For those of you new to Blood Bowl, Jervis created the

game back in 1986, so he's had plenty of time to develop his tactics. Matt, it's fair to say, looked a little concerned that he'd embarrass himself.

To make the game a fair (pah!), even match, Matt and Jervis fielded the two quick-start teams as described on page 5 of the Blood Bowl manual in the new boxed game. Essentially, each player would begin the match with 12 players, of which one would begin the game as a substitute. No doubt they would be needed later in the match when the punches started flying.

We're also pleased to announce that for this Match Report we'll be joined by infamous Blood Bowl commentators Jim Johnson and Bob Bifford. Look forward to some enlightening commentary from them throughout the match, plus useful(ish) facts and no small amount of ridicule when a player does something foolish. Let's play ball!

THE REIKLAND REAVERS

- | | | | |
|----|--------------------------------|----|-------------------------------------|
| 11 | Ivan Kellhoofer, Lineman | 6 | Heinrich Bolado, Blitzler |
| 2 | Hans von Broken, Lineman | 5 | Jan Piquo, Thrower |
| 4 | Matthias Meier, Lineman | 1 | Jurgen Schlingder, Thrower |
| 7 | Ritter von Baum, Lineman | 9 | Arno von Runckel, Catcher |
| 14 | Nobby van Pocklespike, Lineman | 10 | Johannes 'the Duke' Duchel, Catcher |
| 3 | Tristan Batten, Lineman | 12 | Biff Underfeld, Blitzler |



JERVIS JOHNSON

Jervis Johnson is the creator of Blood Bowl and chose to take coaching duties with the Reikland Reavers for our match report. "I prefer to use more agile, throwing teams," says Jervis. "Traditionally I play Dark Elves. I love throwing the ball down the field, even if it doesn't usually work out terribly well, so the Humans were the team for me."

THE GOUGED EYE

- | | | | |
|----|-------------------------------------|----|-------------------------------------|
| 1 | Urfrik Skullhack, Black Orc Blocker | 7 | Grobba da Lobba, Thrower |
| 2 | Oaf Kneebreaker, Thrower | 11 | Gurg the Whack, Lineman |
| 3 | Krug Painspear, Blitzler | 4 | Skrappa Snotbeater, Lineman |
| 9 | Gort Skullhack, Blitzler | 6 | Durf Smacktalka, Lineman |
| 12 | Trok Elfsplitter, Lineman | 8 | Grimjaw Gitslash, Black Orc Blocker |
| 5 | Izzi the Frog, Lineman | 10 | Hack Grimtoof, Lineman |



MATT KEEFE

White Dwarf Editor Matt is a long-time Blood Bowl player with previous stints at the helm of Human, Dwarf and Skaven teams. His only prior experience coaching the Orcs, though, was short-lived. "The Orcs are a good, solid team. They're durable, but lack for speed, so I hope my tactics hold up," says Matt optimistically.

BLOOD BOWL MATCH REPORT

THE FIRST DRIVE: DA CAGE

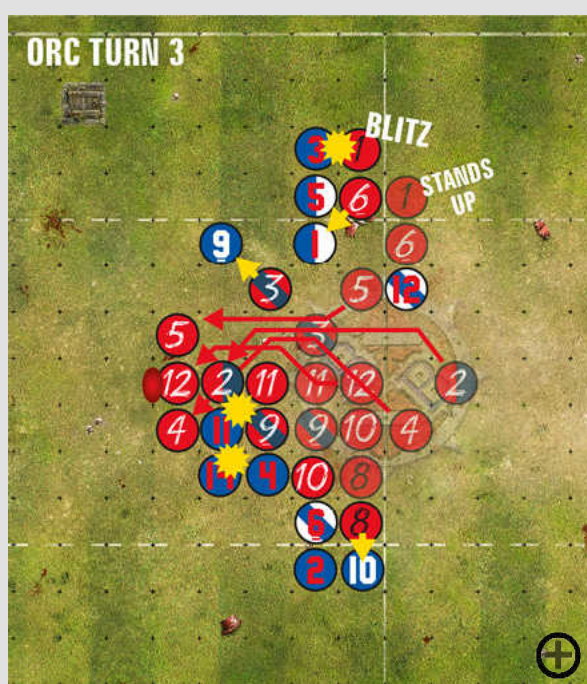
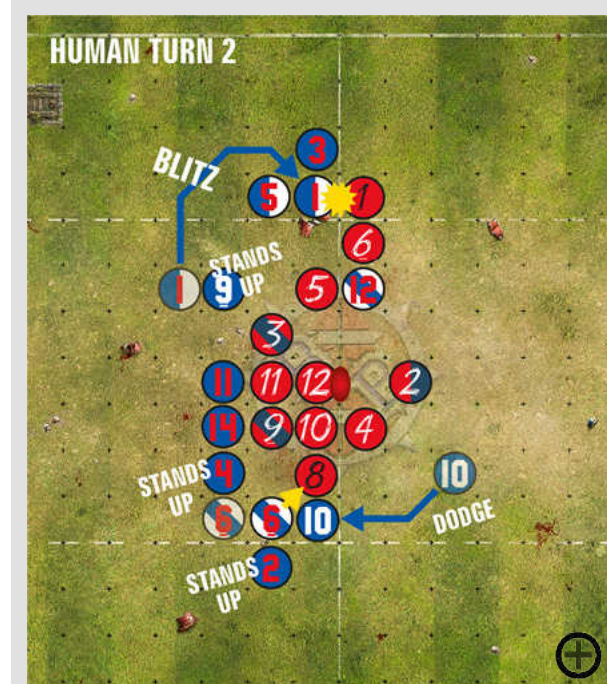
The Gouged Eye win the coin toss and elect to receive, meaning the Reikland Reavers will kick off the first half! The ball is booted down the field, but the Gouged Eye get a quick snap and the game begins!

KICK-OFF TABLE

The element of chance provides some of Blood Bowl's tactical challenge and much of the game's unique humour. Most notably, there's the kick-off table, a chart of random events that can occur at a kick-off – everything from high kicks to pitch invasions! Successful coaches need to be ready to capitalise on whatever happens.

With Matt electing to receive the kick-off, Jervis opted to go long, placing the ball deep in the Gouged Eye's half – from where it immediately scattered straight out of the end zone, gifting the Gouged Eye a touchback (meaning Matt could give the ball to a player of his choice). But there was worse to come for the Reavers. A result of Quick Snap! on the kick-off table allowed Matt to move each of his players a square, giving him a head start and allowing him to set his players up ready to block. With the Gouged Eye taking the first turn, there couldn't have been a better start.

Matt immediately attempted to set up a cage formation – a classic Orc tactic wherein a protective 'cage' of players form up around the ball carrier and rumble downfield in a brawling mass. Having set up with the cage tactic in mind, Matt had his Black Orc blockers anchoring the ends of his line, allowing him to start with some hefty blocks before offering assists to teammates on the inside. The Reavers' line was quickly pushed back and, with so many players knocked down, Jervis struggled to mount return blocks to disrupt the cage. Orcs are not fast, but they are hard to stop, and a plan was coming together...

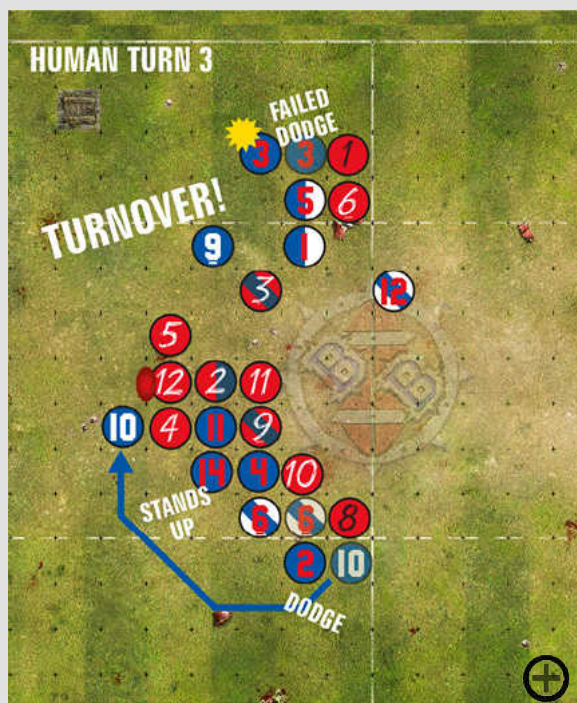


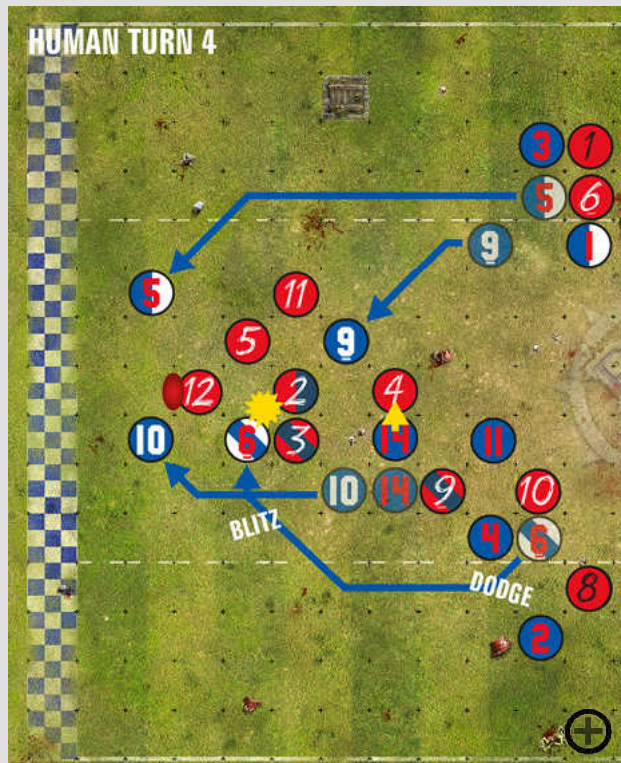
"Now that, Bob, is how to roll up a defensive line. The Reikland Reavers are in serious trouble, with six of their players lying on the turf and the Orcs forming a cage around Trok Elfsplitter, their No. 12. I think he's got the ball, but it's pretty tough to tell from this angle. I'm surprised, and a little disappointed, at the lack of violence, though. The Black Orcs led the offensive, rolling the line up from the wings, but didn't capitalise on their attack – there's not been a single casualty so far!"



"The Reikland Reavers will need to pull something special out of the bag if they're to stop this offensive, Jim. Personally, I'd recommend an Ogre..."

"But wait, Johannes 'the Duke' Duchel is making a run for it. That's a brave move from No. 10, but I can't see him stopping that big green wall. Unless he gets help from lineman Tristan Batten, that is. No, scratch that, Tristan's down. Tristan's down! Trok's making a break for it. Looks like a touchdown's incoming!"





"This is an impressive and, I think, unprecedented display of tactics from the Gouged Eye here, Bob. Oaf Kneebreaker and Krug Painspear are holding back the Linemen and, no, wait... Heinrich Bolado is making a move, he's past Krug and he's going in for the tackle on Oaf. Jan Piquo's closing in, aiming to head off Trok. It's a bit desperate, Bob – a Catcher and a thrower against three Orc linemen. Duchel's gone in for the tackle... he's taken a knee to the crotch. Trok's over the line. Touchdown!"

BLOCKING

Blocking is an essential part of Blood Bowl, for teams both with and without the ball. For the attacking team, blocking clears the way for teammates to head towards the end zone. For the defence, it's a way of slowing the other team down, getting to the ball carrier and sending the ball bouncing away. Players cannot block if they move or get up, though (with the exception of a special 'blitz' action by one player per turn), so the Gouged Eye's successful blocks in the first few turns made it increasingly hard for the Reavers to block in return.

Matt sent Trok Elfsplitter, the Orc lineman gifted the ball by the touchback, 'dashing' (by Orc standards) up into the back of the cage, where his teammates quickly formed up to protect him. Some valiant defence from the Reavers slowed the cage (tackle zones – the squares around opposing players – can't be moved through without making a risky dodge roll first, so even without throwing blocks, teams can slow down the opposition) but with so many players knocked down each turn, the Reavers were soon struggling to hold off the Gouged Eye. By the fifth turn, the cage had made its way deep into the Reavers' half, and Matt decided to bust out with a 'big green arrow' of players making for the end zone. Jervis attempted some desperate last-minute cover defence, sending a plucky catcher back to block Trok's route. In the end, he proved little more than a speed bump, alas, as the Orc lineman rumbled in for the touchdown!

FROM THE DUGOUT...

Matt: As we discussed in our feature on page 36, starting formations are a really important part of Blood Bowl strategies. Playing with the Orcs, and winning the coin toss, I set up with the aim of employing the cage formation straight away. Putting the Black Orc Blockers on the ends of my line allowed me to start off with a lot of favourable blocks (the stronger the blocking player relative to their target, the more dice you get to roll) and the fortunate Quick Snap! result on the kick-off table allowed me to immediately gain the upper hand in match-ups along the line of scrimmage. Needless to say, I was rather pleased with how my starting formation set me up to score (with the help of a handy dose of good fortune, of course). Things would turn out to be rather different on the subsequent kick-off, however...



Trok Elfsplitter barges his way through the Reikland Reavers to score the first touchdown of the match. The wedge-like formation created by the Gouged Eye will forever after be known as da Great Green Arrow.



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BLOOD BOWL MATCH REPORT

THE SECOND DRIVE: STRETCH PLAY

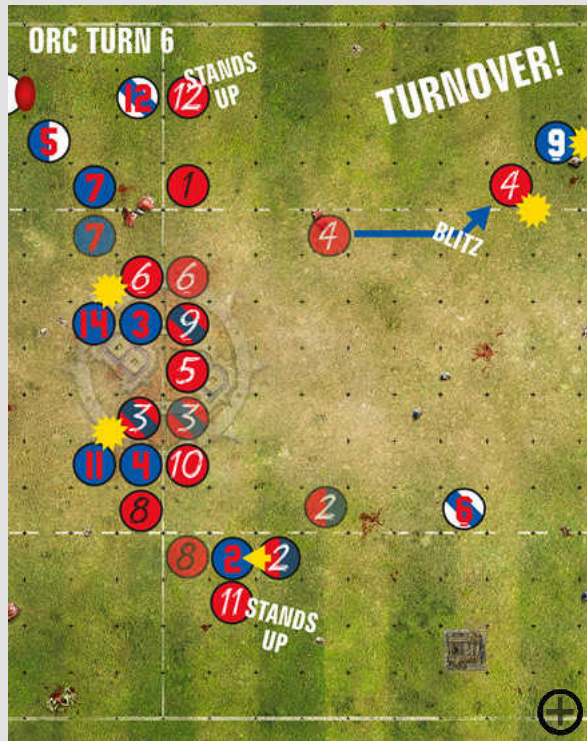
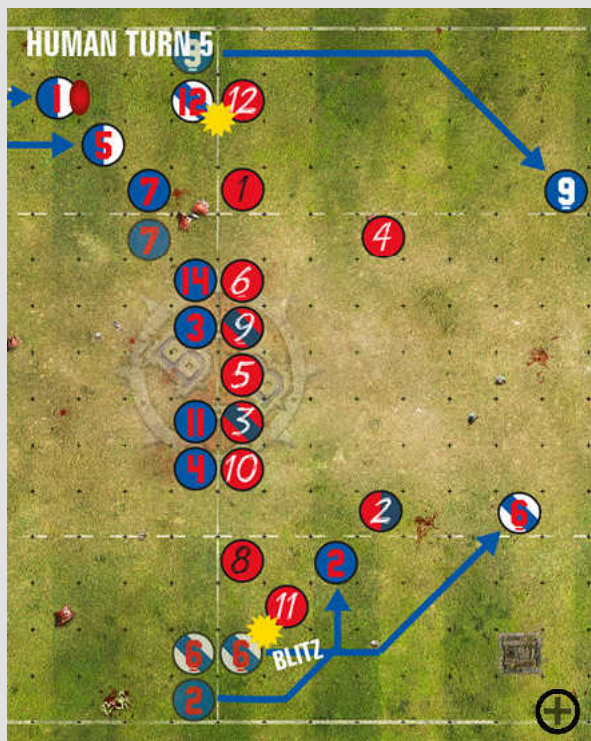
With the game at 1-0 to the Gouged Eye, the Reikland Reavers prepare to receive the kick-off. What can one of the most feted teams in the league do with their own first spell of possession?

SKILLS

Many skills allow players to re-roll the dice when attempting certain actions. The Pass and Catch skills are textbook examples and, while Jervis's chosen tactics did require several dice rolls for a risky long pass, the fact that both the throw and the catch would benefit from re-rolls gave it a good chance of success.

A result of High Kick on the kick-off table allowed Jervis to reposition any one of his players in the square where the ball was about to land – choosing a sure-handed thrower, a clean catch immediately followed, and the Reavers were off. Jervis opted for the high-speed, long-range 'stretch' play – sending a fleet-footed catcher downfield as quickly as possible. Matt's poor choice of set-up was immediately exposed as the much slower Orcs were caught too high up the field to turn around and chase back. Still, the stretch play brings its own risks as, with potential receivers

so far down the field, a long-ranged pass will be needed to hit them. Jervis had Jan Piquo (thrower, No. 5) bring the ball up from the back, cleverly handing it off to fellow thrower Jurgen Schlingder (No. 1) while catcher Arno von Runkel (No. 9) dashed into the end zone without so much as a single opponent anywhere near him. Hand-offs, like passes, require a dice roll, so Jervis had introduced an element of risk with this high-speed stretch play, but the reward was immediate as Schlingder dashed up towards halfway and heaved the ball downfield to the waiting von Runkel. Touchdown to the Reavers!

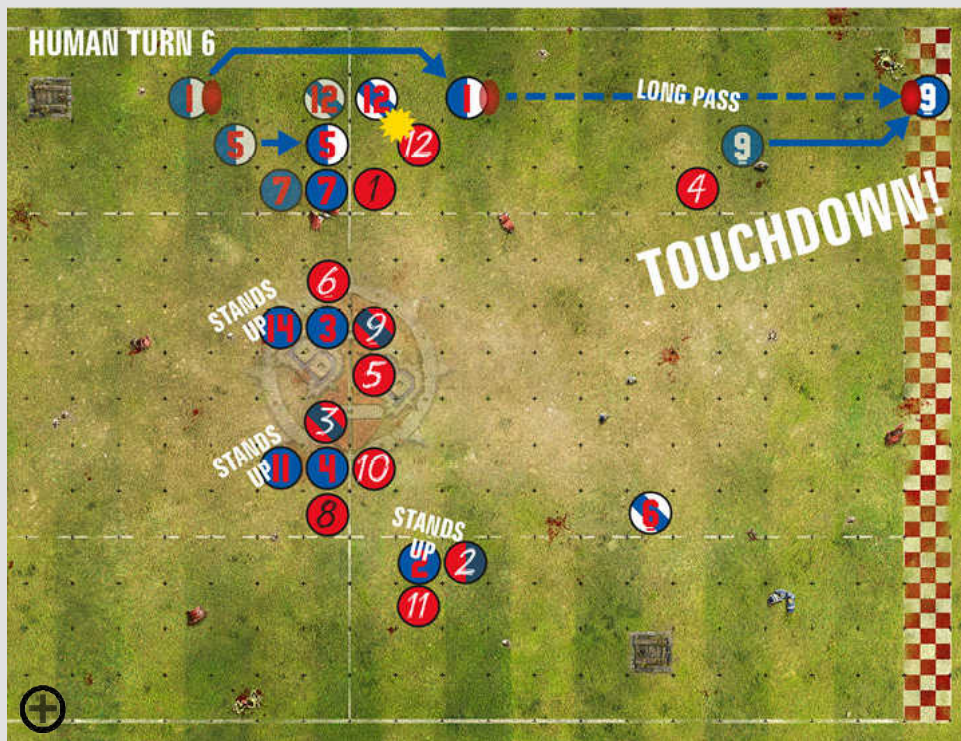


"A conservative kick-off from the Gouged Eye and a beautiful catch by Piquo, who passes it off to Schlingder. It looks like the Reavers are making a break for it down the left flank – a classic stretchy play. Blitzter No. 12, Underfeld, has gone in for a tackle on Trok, knocking his opposite number down and allowing Runkel to slip through the gap like a greased-up Snotling. Only Skrappa Snotbeater can catch him now. He's closing... he's tapped Runkel's ankles... the Catcher's down!"



"This is some of the fastest play I've seen from the Reavers, Jim. The last time I saw a team move this fast was after that Squig Burger incident in 2488. Boy, did those Halflings suffer..."

"Back to the play and it looks like Schlingder's making a break for it. Runkel's back up, too, and he's staggered across the line into the end zone. I can see Schlingder lining up his throw. It's going to be a long one, Jim. The ball's in the air. Runkel's caught it. Touchdown, Reavers! Great play!"



FROM THE DUGOUT...

Jervis: I can't resist passing. Passes can be risky but a thrower passing to a catcher means both get re-rolls (owing to the Pass and Catch skills respectively), so it's a chance worth taking.

Matt: Dealing with kick-offs is important. Where I set up really well on the first drive, here I just didn't think enough about Jervis's likely tactics or how to defend against them.



1-1



THE THIRD DRIVE: THE SNEAK

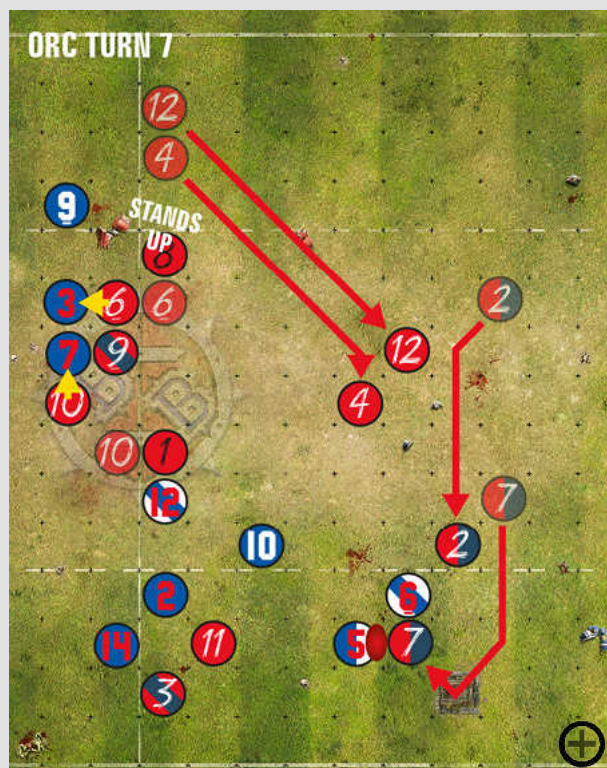
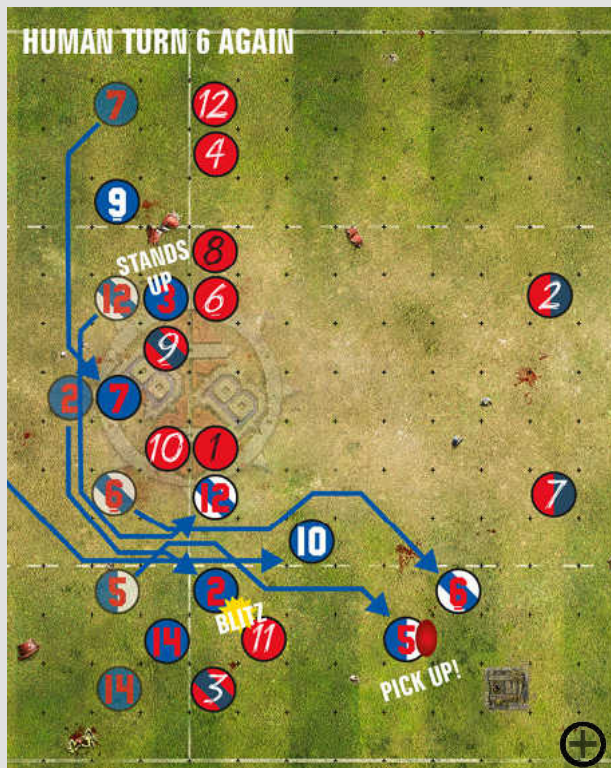
With that immediate strike back, the Reavers are back in the game. Everything looks poised for the teams to go in 1-1 at half-time, until a riot suddenly (if not unexpectedly) breaks out in the stands...

As the ball was lofted skywards once more, a moment of Blood Bowl mayhem broke out – a riot in the stands, causing the referee to stop the game and wind the clock back to before the sudden outbreak of fan involvement. Each player received a free turn. With the Gouged Eye all set up to krump some 'eads, the ball was allowed to bounce around behind their lines. Matt attempted what should have been a few safe blocks before attempting to recover the ball but then, disaster, a Black Orc Blocker failed miserably to live up to his name and rolled two results of Both Down

while trying to thump a puny Human catcher! This sudden turnover allowed Jervis to send his players scooting around the Orc line, Jan Piquo (No. 5) scooping the ball up and heading down the field with escorting teammates close behind. The Orcs' lack of speed (and Matt's poor set-up) were again exposed, and another turn was all that was needed for Piquo to scoot into the end zone. Amazingly, a second riot ensued, making for one very long first half, and giving the Orcs enough time to finally pile a few casualties on the Humans. But it's touchdowns that count, and it was 2-1 Reavers at the half.

SAFETY FIRST

Some actions are riskier than others – a quick pass is safer than a long bomb, of course, and blocking with a couple of assists is safer than going it alone. You should generally carry out your safest actions first each turn to avoid the risk of turnovers. Of course, bad luck (and clumsy Black Orc blockers!) can't be helped.



"Interesting, the Reavers are standing back for this kick-off, expecting a charge by the Orcs. But wait, the ball's on the ground and the Orcs are completely ignoring it! Their coach has told them to go in for the kill, and Urfrik Skullhack has knocked out Matthias Meier. And now Ivan Kellhoofer is out, too! That's a shock, but it's not as shocking as the play on the right flank. Jan Piquo has found a gap, he's got Duchel and Bolado in support. Piquo's picked up the ball. The sneak's making a break for it!"



"Oh ho, now that's a turn up for the books, eh, Jim? The Orc Throwers – No. 2 and No. 7 – are the only Orcs able to stop the attack and it looks like neither of them are too keen to get stuck into the fight. Grobba gives Piquo a little shove, but that's all. Get stuck in, you worthless greenie! No, it's too late, Bolado has moved in to head off Oaf Kneebreaker, Duchel's covering the open ground and Piquo is making a break for it. We don't often see Throwers this far up the pitch, but he's over the line. Touchdown!"



FROM THE DUGOUT...

Matt: Oh no, it's happened again. With just a couple of turns left in the half, I planned to use that time krumpin' 'oomies. Something that didn't really feature in my strategy at this point was, erm, the ball. With another Riot result on the kick-off table, however, suddenly there was time for a lot of things to happen, and my lack of a plan for dealing with the ball proved rather costly.



2-1



BLOOD BOWL MATCH REPORT

No. 9, Arno von Runckel, dashes past the Orc defensive line and awaits a long pass from thrower Jurgen Schlingder.



THE FOURTH DRIVE: THE SCREEN

It's the Gouged Eye to kick off the second half. 2-1 down, it's a tricky position for an Orc team to be in. They really need to get that ball back. But the Reavers are up to something. They're lining up out wide...

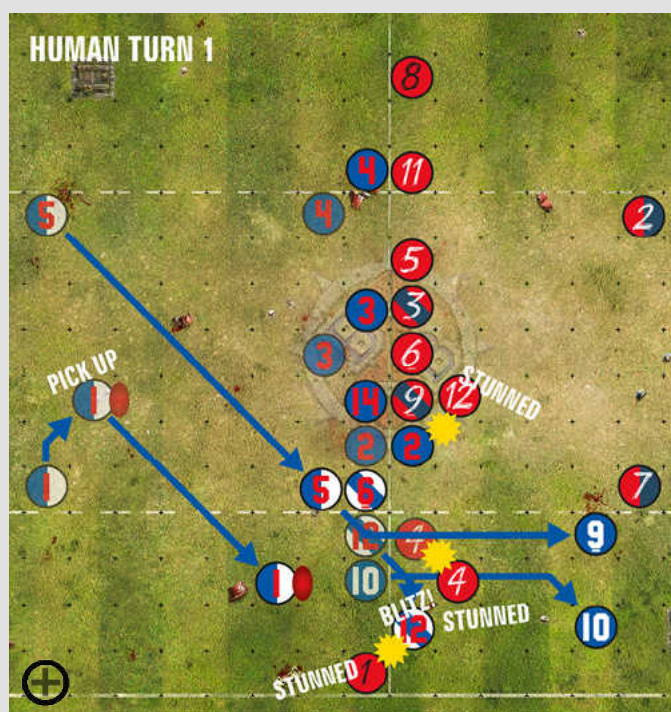
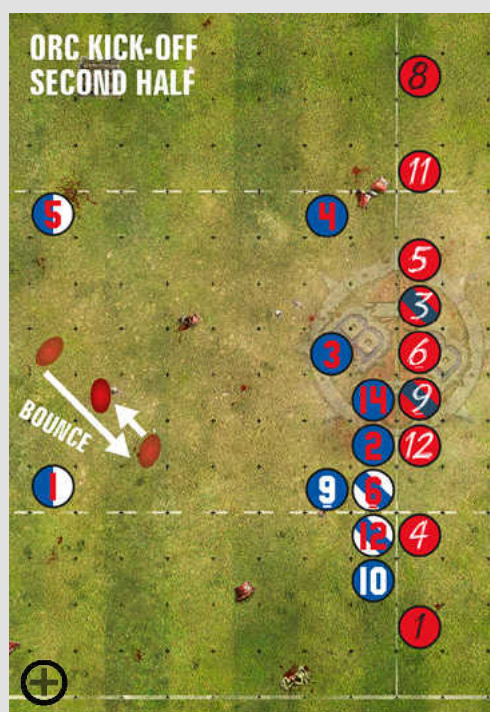
DISGUISE PLAY

In Jervis's earlier stretch play, he was able to send players down both flanks, making it hard for Matt to know where the ball was going to go. This isn't always possible, though, especially as injuries take their toll, and so for the second half Jervis adopted the opposite ploy of an obvious but all-out attack down one side.

The Reavers were sitting pretty at the start of the second half but the Gouged Eye's Orcy tactics were taking their toll, and the Humans were forced to line up with just ten fit players. Jervis set up in a 'wing' formation, loading the right-hand side of the field with players. The Orcs, having already set up, could do little to compensate and, while Jervis sent thrower Jurgen Schlingder (No. 1) over to retrieve the ball, the Reavers' line launched a fearsome round of blocking against the Gouged Eye's flank. An Orc lineman and the Black Orc blocker Urfrikk Skullhack both went down stunned, followed soon after by the

Gouged Eye's only scorer so far, Trok Elfsplitter. As stunned players must spend a turn recovering before they can stand back up, the Gouged Eye's flank was suddenly horribly exposed. The Reavers' rampaging front line followed up, forming a blocking screen heading down the wing. Schlingder raced up from his own half, carrying the ball, and slipping in behind the screen.

Matt sent players thundering over, Krug Painspear (No. 3) blitzing in from the side, but with so many Orc players out of action on the turf, it wasn't enough to disrupt the Reaver's carefully constructed screen. Blitzzer Heinrich



"We return for the second half, but not all the Reikland Reavers have. I've heard from the dugout that Ritter von Baum is taking a dirt nap and he may be out for some time.

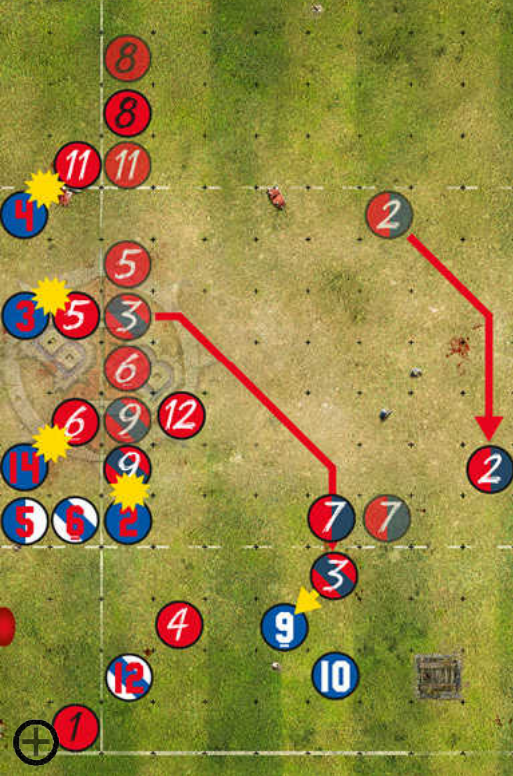
"And that's the kick off. Schlingder's caught the ball, but I'm more interested in what's happening on the line of scrimmage. Did you see that, Bob? Three Orcs down in as many seconds, and they ain't getting back up. The right flank is wide open and both catchers have made a break for the end zone."



3-1



ORC TURN 1



HUMAN TURN 2



"That move has infuriated the Orcs and they're hitting back hard. Gurg's in, Izzi the Frog's blocking, Durf Smacktalka's gone in for a block on No. 14, Pocklespike, and they're knocking them all down. But it is way too little, too late. Von Runckel and Duchel are already past the line of scrimmage and Schlingder is moving up screened by both blitzers. He's hopped over Snotbeater, he's handed the ball off to Duchel, and the nippy little catcher is running for the end zone. Great play, there!"

INJURIES

When players are knocked down in a block or fall after a failed dodge roll, they must make an armour roll. If this beats their AV, then a further 2D6 injury roll must be made. If lucky, players will just be stunned, but may be knocked out, or worse, and forced to leave the field. Injuries can be a real factor in the game. Over the first couple of turns of the second half, the number of Orc players stunned by the Reavers really made it hard for Matt to form a defensive line, while the casualties mounting up on the Reavers would also soon start to tell...

Bolado led the way, dodging past Gort Skullhack (both coaches had been fairly cautious up to this point, avoiding risky dodge rolls – a test against a player's Agility stat – but Jervis clearly felt the time was right, and Bolado passed easily) before blitzing Krug Painspear out of the way.

The pass was on but the Reavers didn't need it. Schlingder followed his teammates' blocking screen, handing off the ball at the end of his run to waiting catcher Johannes Duchel before Duchel's speed took him down the field and into the end zone for yet another quick-fire score. Touchdown to the Reavers! Once again, the execution of a play direct from a starting formation had been masterful and the Reavers were firmly in command at 3 touchdowns to 1. Big trouble for the Gouged Eye...

FROM THE DUGOUT...

Jervis: I got very lucky with my armour rolls (though less so with my injury rolls) during the first turn of this half, which took a lot of Matt's players out of action for a turn (effectively two turns, since they also have to stand up again). With only a single player allowed to blitz each turn, this really limited the Orcs and meant my numerical disadvantage wasn't really exploited. For the moment, at least...

Matt: I don't believe it. I am getting absolutely mugged. Another two-turn touchdown! (Who wrote this stupid game?) My set-up wasn't too bad but I was in trouble after some very good blocking in the first turn by Jervis. I knew that scoring two (or even three) touchdowns in the remaining time would be difficult, but the Orcs' greater toughness offered me some hope...

BLOOD BOWL MATCH REPORT

THE FIFTH DRIVE: DA BIG SCRAP

Ouch! The Gouged Eye are down 3-1. They're going to need to score and score fast - not their speciality! But the Reavers are in trouble with no reserves and two men in the casualty box. Can they hold out?

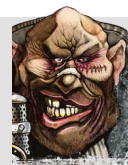
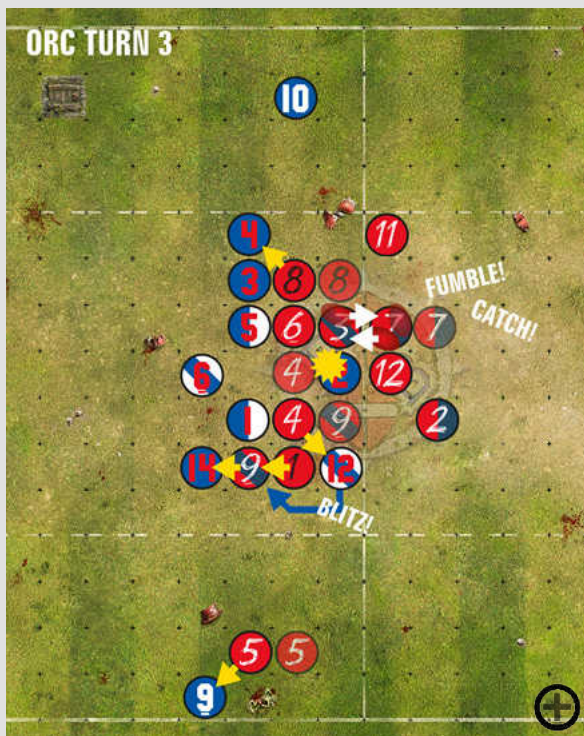
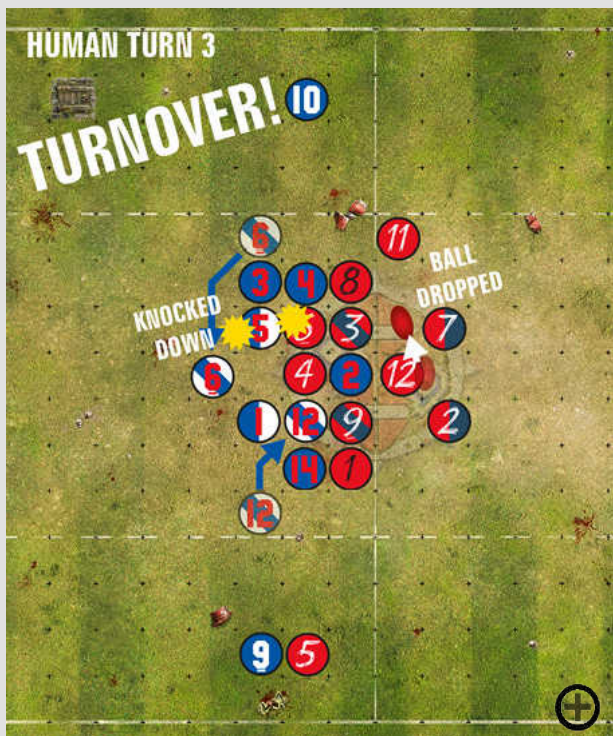
GAME MANAGEMENT

It's important to 'manage' the game. How you do this depends on your team's strengths and weaknesses. Orcs take a long time to score so need to avoid falling behind. Other teams might be able to rack up scores quickly, then hope they can avoid injuries and see the game out to the end.

The Orcs were in big trouble. Matt's only score so far had taken six turns to orchestrate, and now he needed two touchdowns just to send the game into overtime, with only six turns left. Matt set up ready to execute another cage formation. A touchback gifted the ball safely to the Orcs and it was entrusted to lineman No. 12, Trok Elfsplitter, the earlier touchdown scorer. A turn's worth of good blocking set the cage up nicely, and Trok took up his place in the centre of it, but the cage wasn't quite sealed off and a block from plucky lineman Hans von Broken (No. 2) coming

in from the corner of the cage knocked Trok back and down, sending the ball spilling out of his grasp and bouncing into an empty square beside him. Unfortunately for the Reavers', this square was itself also right inside the Orcs' rather well-protected cage.

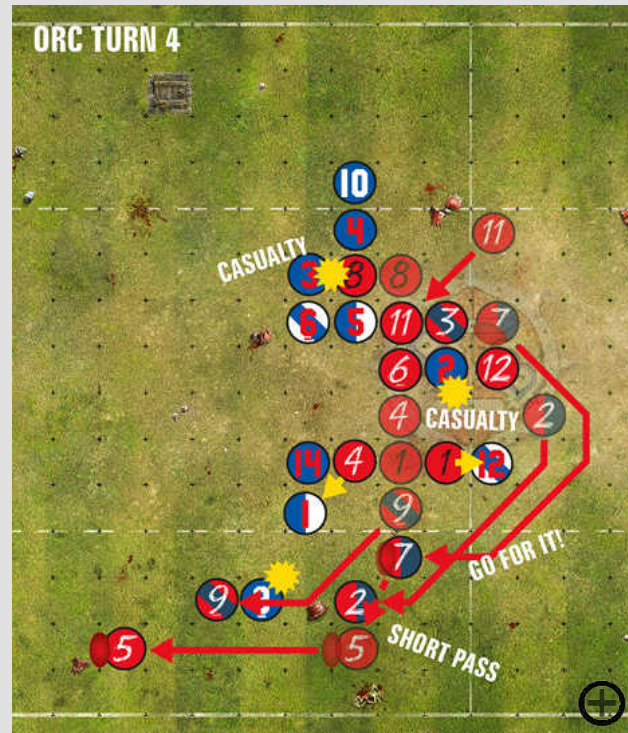
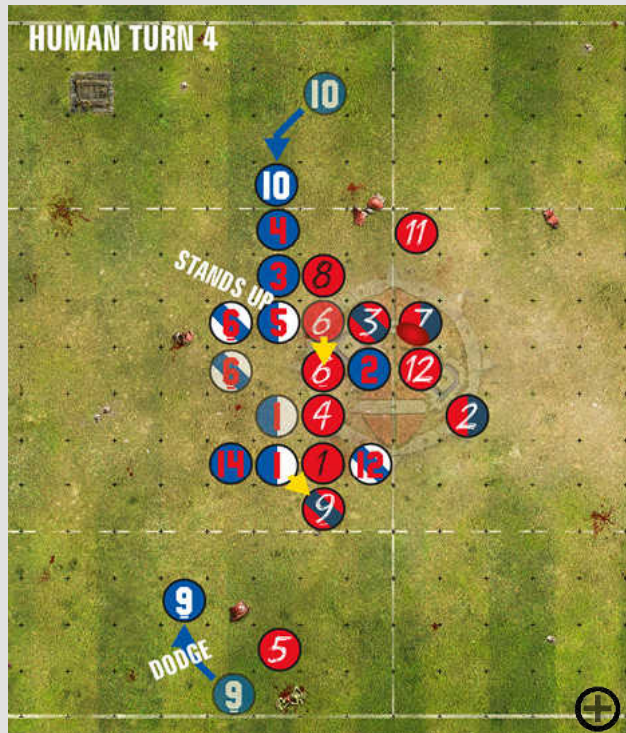
For the first time in the game, an offensive formation wasn't coming together quite as intended (Matt's earlier cage, as well as Jervis's stretch play and screen had all come off in textbook fashion) and now a brawl broke out in the middle of the field - much to the Orcs' liking.

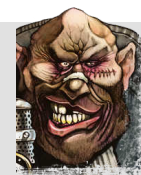
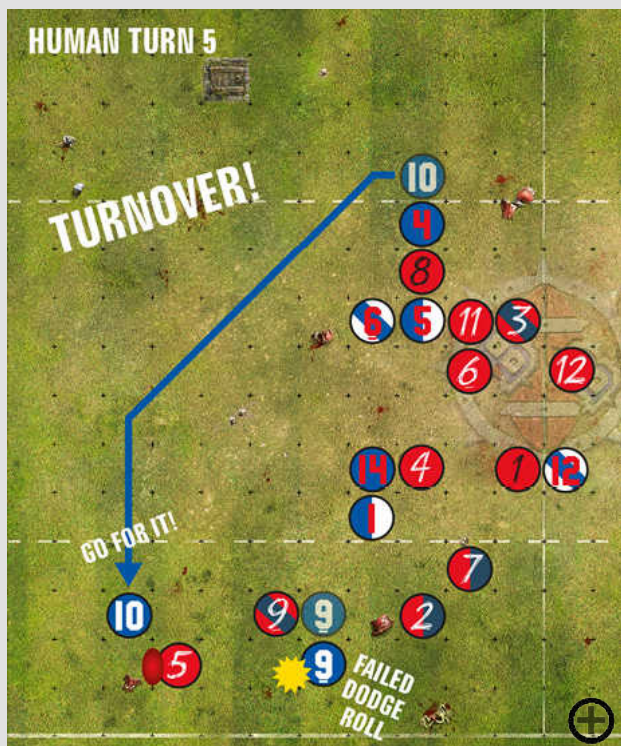


"I'm back, sports fans - call of nature and all that. Looks like I missed a nippy bit of play there from the Reavers, but now we're back on the line of scrimmage following a touchback. Trok's got the ball again and it looks like the Orcs are trying to set up another cage. Tried and tested, eh, Jim? But wait, what's von Broken up to? He's in the cage! He's knocked the ball out of Trok's hands. Now the Orcs are giving him a good kicking. Von Broken's down and the Orcs are stamping on him. Referee!"



"I think the ref might have turned a blind eye, Bob. He's got heavy pockets right now, if you know what I mean. Still the Orcs are at least trying to pick up the ball. I think they're squabbling about who's going to carry it. Oh, there he is - Grobba da Lobba's got the ball and he's leaving the melee in the middle of the pitch. The Reaver's haven't noticed yet. Grobba's making a run for it. No, he's going to pass to Izzi the Frog waiting on the wing. Textbook play - the Reavers are totally off guard."





"The Orcs are really going for it. Izzi is tearing up the turf like a boar during hunting season, but Duchel is making a sprint for it to intercept him. The man's feet must be on fire, the speed he's going! Von Runckel's looking to tackle Izzi, but he's got to get past the Blitzier Gort Skullhack. And, oh, that's got to hurt! Von Runckel's going to be spitting out teeth for weeks. Why they didn't send in No. 14, Pocklespike, I'll never know. Poor tactics from the Reavers and an easy Touchdown for the Frog."

FOULS

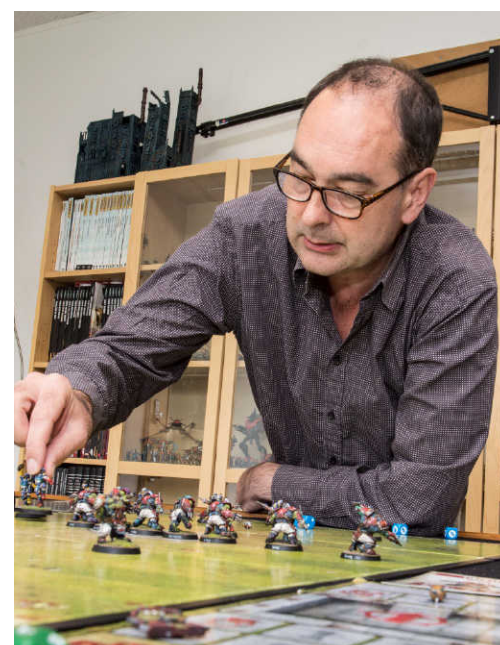
Even Blood Bowl has rules, and foul play – attacking an opponent on the ground – is not permitted. But it happens a lot anyway. Players can attempt to foul adjacent prone opponents. An armour roll is made for the fouled player, but if a double is rolled the offender will be sent off. As the second half progressed, Matt adopted a strategy of trying to injure as many Reavers players as possible, including by means of foul play, which paid off with yet another casualty in turn 4. The Reavers would be badly depleted in the final few turns...

Some hefty blocking left several Reavers stunned before Grobba da Lobba attempted to pick up the ball, fumbling it onto a nearby teammate, who fumbled it back towards the lucky thrower, Grobba grabbing it at the second attempt. The Reavers attempted to pick themselves back up but were now badly depleted, and another turn of Orc blocking sent two more casualties from the field. Now halfway through the second half, it was time for the Orcs to attempt their first (albeit short) pass. A success! They don't call Grobba da Lobba for nothing. On the other end of the pass, Izzi the Frog set off down the field. Jervis sent Johannes Duchel off in desperate pursuit, going for it twice (allowing a player to move an extra square as long as they don't roll a 1 on a D6). It wasn't enough, though, as Gort Skullhack blitzed him out of the way and Izzi pounded into the end zone. There would be time for one last chance for the Gouged Eye...

FROM THE DUGOUT...

Jervis: That was coming. I got very lucky on the previous drive, stunning several of Matt's players, but the injuries were really starting to mount up for me now. A big scrap in the middle of the field didn't really help but at least I managed to slow the Orcs up for a couple of turns, forcing them to go around the brawl in the middle and attempt a couple of passes and Go For It! rolls. So now it's just a case of holding on until the end of the game...

Matt: Well, I'd managed to pull one back, but I wasn't at all sure there was enough time left in the game to score again. With Jervis down to only eight fit players to take the field on the ensuing kick-off, my tactics were going to be very simple. Beat his team up to get the ball back as quickly as possible...



3-2



BLOOD BOWL MATCH REPORT

THE FINAL DRIVE: DESPERATION PLAY

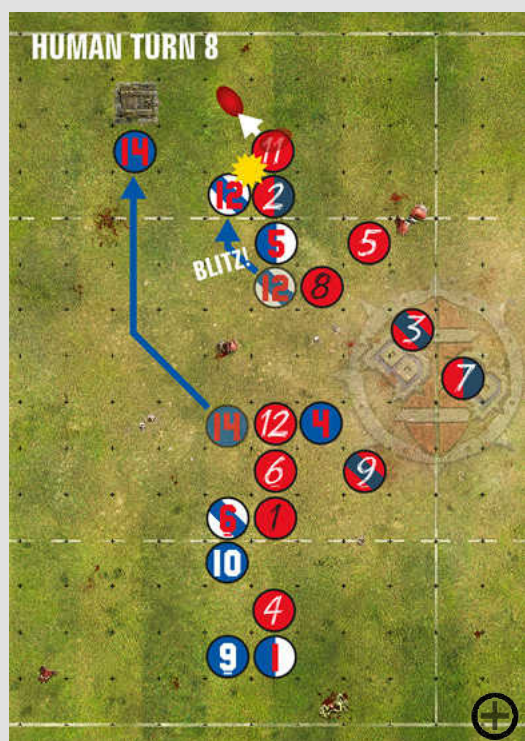
This is it. We're into the final quarter with the Gouged Eye to kick off. They need to reclaim the ball and score pronto. The teams are lining up. The Reavers are down to eight. This is going to be close...

ASK THE QUESTION

The mere presence of opposing players can be enough to upset even the best-laid plans. Tackle zones prompt risky dodge rolls and difficult decisions about how to use block, blitz and move actions. "Just try to make your opponent roll the dice as much as possible," says Jervis. "Ask the question."

With three turns left to cement an unlikely comeback, Matt elected for a short kick-off, planting the ball just behind Jervis's line and hoping for the best. A couple of lucky bounces brought it back to within one square of the line of scrimmage. The Reavers pounced first, but fumbled, despite Jervis using a team re-roll, and the ball spilled forward once more, bringing the Reavers' turn to a sudden halt. The Gouged Eye charged forwards, pushing back the Reavers' depleted line. Behind them, Grobba da Lobba picked up the ball. Some cunnin' would be required, but the desperation play

was on! Jervis dropped his Reavers back to cover the open spaces and force dodge rolls. Grobba launched a pass across the field to lineman Gurg, risking an interception from the nearby Reavers' blitzer. Even with the ball, Gurg wasn't going to make it to the line – certainly not when a blitz came in, knocking him down and sending the ball loose. But there was one last chance. Grobba picked up the ball, dashing forward to hand it off to Oaf Kneebreaker. A couple of dodge rolls and going for it would get him there! One good dodge came, then a fail, a re-roll, and another fail! It was all over. Victory to the Reavers!



"Amazingly, the Orcs have decided that now's the time to start passing the ball. Grobba has picked it up from the fumble. He's hoofed it to Gurg. Biff Underfeld, caught in the middle, is leaping up to intercept the pass. No, no, he's not, he's missed the intercept. Gurg's got the ball now, he's making a run for it. No, Underfeld's got his legs and the ball's on the ground again. Grobba's making to pick it up. He's flicked it up to Oaf Kneebreaker. Can Oaf get past Pocklespike? That would be a resounding no..."



"And that, Blood Bowl fans, is the final whistle, and the Reikland Reavers have beaten the Gouged Eye 3-2 in what I can only describe as a wonderfully violent opening match to the new season. Your thoughts, Bob?"

"A superb match, Jim, and one I think the Reikland Reavers' fans are going to remember for some time. The Reavers put on an excellent show, scoring two touchdowns in quick succession, using their superior agility to run rings around the slower Orcs. I do feel for the Reaver's, though. I had a quick peek in their dugout and Batten, von Broken, von Baum and Kellhoofer are all looking in a bad way. They said Kellhoofer was sleeping, but I'm pretty certain a human's neck doesn't bend that way. A high price for victory, Jim, a high price."

"And that's all from the Oldbowl stadium. I've been Jim Johnson, he's been Bob Bifford, and today has been another great day for Blood Bowl!"





Grobba and Oaf, the two Orcs with the surest hands, attempt to pick up the ball without getting knocked over. They fail.

THE POST-GAME INTERVIEW: THE REAVERS VICTORIOUS

Jervis: Well, I have to be pleased with my chosen tactics – I won! There were a couple of stages when I was just lucky – the dice gods were with me – and that gave me something of an edge. With the touchdown at the end of the first half, I didn't think I was going to score then, but I thought I'd give it a try because if I knew there was a chance and that if I did score it would put some pressure on the Orcs. And then getting that quick touchdown at the start of the second half put me in a strong position.

Which was just as well, really, because at that stage the war of attrition really started to go in Matt's favour. It was unlikely I was going to be able to score again, and I couldn't really do anything to slow the Orcs down, so without that cushion of two touchdowns I would have been in trouble. I had

too few players to really stop the Orcs and I knew they were going to get around at some stage or another. I knew that what I had to try and put enough speed bumps in front of the Orcs to slow them up close to the halfway line. What I was trying to do was create very thin defensive lines, which were going to get overwhelmed, but then I'd have another one behind. It worked, as Matt had the ball out to one side of the field on the last drive of the game but had to send it out to the other side with a pass and a couple of risky hand-offs, costing precious time and movement. There were a few risky dodge rolls required from me, but I knew which ones I really had to make and I had a re-roll saved up, so I was able to pull it off. And it worked, with a plucky lineman being in position to trip up Matt's lineman on that last desperation play.

MOST VALUABLE PLAYER AWARD

Jervis: I'm tempted to say the fans – they rioted twice in the first half, gifting both teams extra turns but clearly the Reavers were the bigger beneficiaries. I'm also tempted to say the Orcs' No. 5 (*Jervis played a Special Play card on this hapless Orc lineman, which left him unable to assist in a block or take part in a foul. – Ed*) but I think it has to be my thrower, Jan Piquo, No. 5, who threw the Reavers' first touchdown. Plays like that don't come off for me very often, so credit is deserved when one of them actually does!

THE POST-GAME INTERVIEW: THE GOUGED EYE, GOUGED

Matt: I really enjoyed that. Blood Bowl has always been one of my favourite games and, despite the loss, the game was great fun. I was really pleased with how my chosen formation (the cage) worked from the initial kick-off, but after that things went rather awry, unfortunately. My defence – that is, my strategy for when the other team has the ball – was not very good. Orcs aren't quick enough or agile enough to catch up with opponents if they end up on the back foot, and it was very obvious from Jervis's quickfire score more or less directly from the next kick-off that I hadn't put nearly as much thought into my defensive set-up as I had my initial (attacking) set-up at the start of the game. I knew that Jervis likes to pass, and with Human catchers being so quick, leaving all that space behind my team was bound to lead to trouble. And it did. Twice.

The other effect of the Orcs' lack of speed is that it thus takes them quite a few turns to score. I left myself with a mountain to climb going 3-1 down. It might have been worth 'running the clock' a bit at the time of my first touchdown. With the ball in a well-protected cage, I was in a perfect position to park on the goal line for a turn or two before scoring the touchdown. It's unlikely that Jervis's puny Humans could have got to Trok Elfsplitter past all his teammates, and there wouldn't have been enough time left for Jervis to score before half-time. In the last turn, though, I could have tied the scores with a couple more lucky dice rolls, which made for a great end to the game. And the Orcs secured a 'moral' victory (well, maybe not moral) with four of Jervis's players casualties at the end of the game. The Reavers will not be in great shape for the rematch. 🧠

MOST VALUABLE PLAYER AWARD

Matt: Not my Black Orc blockers, that's for sure! I used them to anchor the ends of my line, but they became isolated and were knocked down, later putting in a succession of rather disappointing blocks further down the field. Snotling rations for them! I found that, overall, the Orcs lived up to their reputation – strong, tough, durable, but really not very specialised. My Most Valuable Player Award, therefore, will have to go to lineman Trok Elfsplitter, a safe pair of hands, steady runner, scorer of my first touchdown and all-round contributor.

ARMIES ON PARADE 2016

Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. This year's Parade Day may have been and gone, but we've still got plenty of great boards to show you all!

The Parade Day for Armies on Parade 2016 took place on 15 October. Never fear, though, because Armies on Parade will return next year and we'll be right here to tell you more about it all!

There are many reasons why people take part in Armies on Parade. Some people love the painting challenge it offers – can they get an army painted in just 12 weeks? Others enjoy building impressive boards for their armies to be displayed on. Some

hobbyists, like the four this month, are inspired by legendary tales or snippets of background that they want to bring to life in miniature form, using the Parade Day as the motivator to help them get their collection painted. Read on, fellow hobbyists, to see what they've created.

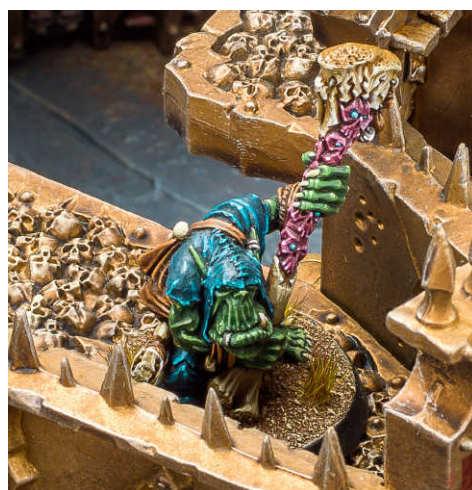


Right: Gary painted the glistening red armour on his Bloodbound warriors using an airbrush. After undercoating them with Chaos Black, he basecoated them with Leadbelcher spray, then airbrushed them Runefang Steel. He then used the airbrush again to apply eight layers (appropriate, we think) of Angron Red, building up a shiny red lacquer on the armour. Gary's advice is to use a hair dryer to help dry each layer more quickly.



BUILDING THE DREADHOLD

Normally in Armies on Parade, you build and paint your own display board, but here Jamie and Gary shared the workload. While Gary painted the Dreadhold, Jamie painted the boards. This ensured that the scenery and the board tiles were consistently painted when placed next to each other.



Far Left: Jamie's banner wavva stands proudly at the top of Skull Keep, showing the Bloodbound who owns the fortress (for now).

Centre: An Ironjaw Warchanter is the latest addition to Jamie's collection. Note how he's standing on one of the Shattered Dominion bases.

Left: A Weirdnob Shaman, a classic orruk model that Jamie's had in his bits box for years.



THE MANTICORE DREADHOLD

ORRUK IRONJAWZ, BY JAMIE FORSTER
KHORNE BLOODBOUND, BY GARY SHAW

This month's Armies on Parade feature kicks off with something a little bit different – two entries masquerading as one! This excellent double-board was created by Gary Shaw and Jamie Forster, who were inspired to paint new armies for Warhammer Age of Sigmar after reading about the siege of the Manticore Dreadhold in Battletome: Ironjawz. Thus inspired, they set about creating the two armies you see here.

SHATTERED BASES

Seeing as his orruks were a whole new army, Jamie decided to use the Shattered Dominion bases for them. He painted the bases separately, drybrushing them in the browns, greys and ochres associated with the Realm of Beasts. He then glued the models on when he was done painting.

"For the last few years, Jamie and I have had a regular hobby night every week where we play games and paint models," says Gary. "One evening, while we were chatting and painting, we got onto the subject of the Manticore Dreadhold – one of Archaon's fortresses that guards the Realmgate to the Allpoints from the Realm of Beasts. We thought it would be great fun to recreate the battles that took place there between the orruks and the forces of Chaos and that got us talking about painting new armies and then, in a natural segue, onto Armies on Parade. I already have an army of Khorne ►

ARMIES ON PARADE



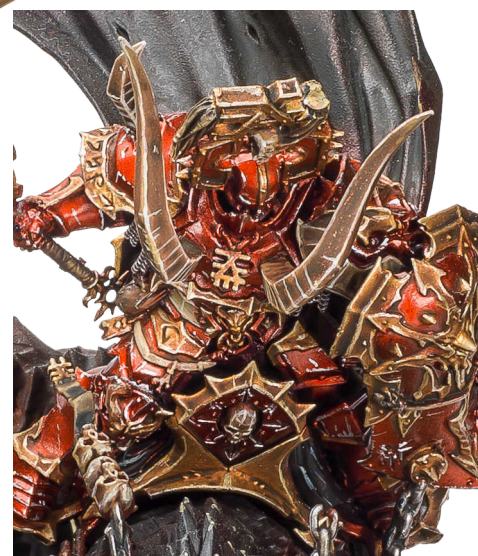
Far left: Gary based all of his models on chunks of cork to make them look as though they're charging over the rough terrain of Ghur. "I used a cork notice board and cut it into bits," says Gary. "Then I just stuck it to the bases with PVA glue and carved each one into shape."

Jamie's Boarboys take on Gary's Knights outside the walls of the Manticore Dreadhold. "While the two armies and boards can be displayed separately, part of the fun of it for us was working on our armies and boards together as one joint project," says Jamie.



KHAZEK, KING OF ASHES

"In the Ironjawz book it says that Archaon was so furious at having the Manticore Dreadhold repeatedly defiled by orruks, that he killed the previous garrison general and replaced him with someone more reliable. It doesn't say who that new commander is, so I created him for my army – Khazek, King of Ashes." Khazek and his daemonic mount are converted from the Archaon model. Dorghar's non-Khorne heads were replaced with spare Bloodthirster heads, while Archaon's head was swapped for one from the Mighty Skullcrushers of Khorne box.





► Bloodbound, but I thought this would be an excellent opportunity to add some cavalry to the force, which is why all my models are mounted.”

“Orcs, Orks, orruks – whatever they’re called, greenskins have always been my favourite army in Warhammer and Warhammer 40,000,” says Jamie. “When the Ironjawz came out, I knew I had to paint an army of them and Armies on Parade was the perfect motivator. I painted them wearing purple and blue armour, which may seem like a strange combination, but I already have an ogor army painted with those spot colours (*featured in Warhammer Visions 5 back in June 2014.* – Ed). Painting the Ironjawz the same way meant I could combine the two forces into one grand alliance of Destruction. Interestingly, while Gordrakk is my favourite model in the force, I really loved painting the Boarboys. I often watch Duncan’s painting tutorials on the Warhammer TV YouTube channel and he had some really useful tips on how to paint fur using several layers of washes to get a natural colour transition. It made painting the boars both really enjoyable and I added a new string to my painting bow at the same time.”

Right: Jamie’s Ironjawz Brutes stand ready for battle. “I was slightly worried the blue and purple would clash with the green skin,” says Jamie. “In the end it worked out alright – I gave the skin some harsh highlights to make it stand out and used purple around their jaws and gauntlets to frame their faces and hands and to create a break between the blue and green areas.”

Below: Ardboys man the walls ready to batter the Chaos attackers.



Below: The mighty Rogue Idol of Gork (or possibly Mork). As on the rest of his models, Jamie used blue and purple as the spot colours on the Rogue Idol, both on its face and on the glyphs carved into its shoulders.



ARMIES ON PARADE



Left, Andy's Skitarii Rangers wear the cream-coloured robes of Metalica forge world. "I find the colour scheme really striking," says Andy. "It's a break from the traditional red of Mars and it really makes them stand out on the battlefield, too."



Left: A Vindicare Assassin – one of the four Assassins hidden on Andy's board. "I completed all four in one evening," says Andy. "I like how they each have their own traditional temple colours to distinguish them from each other."

THE LIVERY OF METALICA

Having picked Metalica as his forge world, Andy needed to figure out his colour scheme. "There are painting guides for forge world Metalica in both the Crusaders of the Machine God and the Legions of the Omnissiah painting books," says Andy. "All I did was pick up the two books, find out what paints I needed, and set to work. I built all the models in the army at the same time and basecoated all of them (except the Kastelan Robots) with Leadbelcher spray."

Below: Tech-Priest Dominus Epsilon-Theta 13 of forge world Metalica leads a pair Kastelan Robots into battle. The Eversor Assassin next to them was a late addition to the force. "The four Assassins were really fun to paint," says Andy. "I gave their bodysuits a layer of 'Ardcoat to make them look shiny and sleek."



Right: Andy's Ironstrider Cavaliers formation charges into battle, the Sydonian Dragoons supported by the Ironstrider Ballistarii. You'll notice that the armour plates on the walkers are darker than the robes of the Skitarii, but they're actually painted the same colours – Rakarth Flesh and Pallid Wych Flesh. The only difference is that the armour has a wash of Agrax Earthshade between the two layers to give it an oily, weathered feel.



MARTIAN RED

The Skitarii of Metalica wear red armour as a symbolic reminder of Mars, the home world of the Adeptus Mechanicus. To keep his colour palette consistent across his board and army, Andy has also painted the ruined manufacturums on his board red, too.

THE HOST OF METALICA

ADEPTUS MECHANICUS, BY ANDY DUNN

Andy is a veteran when it comes to Armies on Parade, having entered several times over the last few years. Last year he painted a Hive Fleet Leviathan Tyranid swarm. This year, he's back with an Adeptus Mechanicus taskforce.

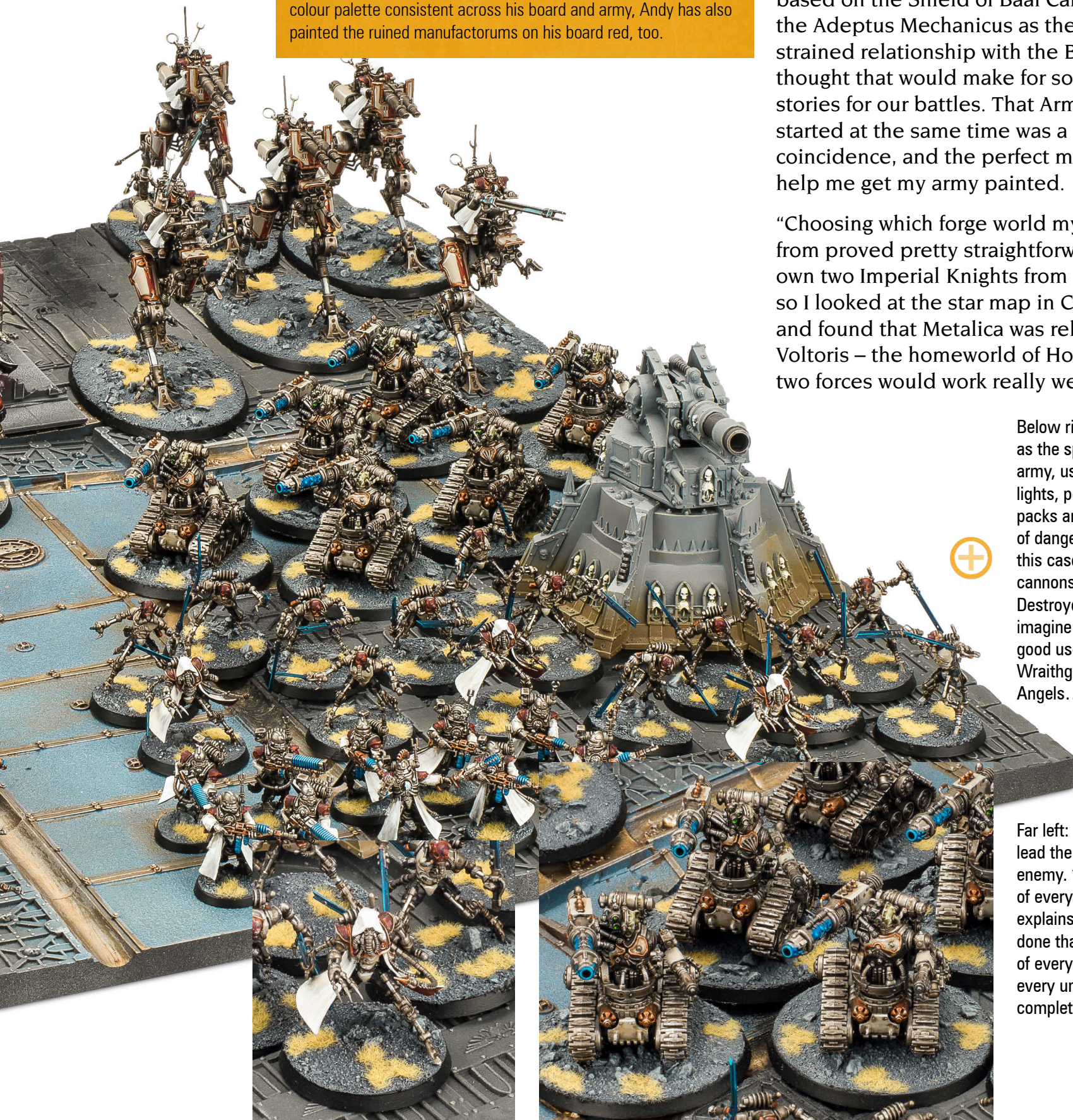
"I play a lot of games against my friend Steve's Blood Angels and Iyanden Eldar," says Andy. "I normally use my Tyranids, but one day, after a brutal battle against his Eldar, I decided to start a new Warhammer 40,000 army – one that was resilient, relentless and could go toe to toe with his army of wraith constructs. It also needed to fit in with the story arc that we'd developed over the last few years, which is based on the Shield of Baal Campaign. I picked the Adeptus Mechanicus as they have a slightly strained relationship with the Blood Angels – I thought that would make for some interesting stories for our battles. That Armies on Parade started at the same time was a happy coincidence, and the perfect motivation to help me get my army painted."

"Choosing which forge world my army came from proved pretty straightforward. I already own two Imperial Knights from House Terryn, so I looked at the star map in Codex: Skitarii and found that Metalica was relatively close to Voltoris – the homeworld of House Terryn. The two forces would work really well together."

Below right: Andy chose blue as the spot colour for his army, using it to represent lights, power nodes, energy packs and the ominous glow of dangerous weapons – in this case, the heavy grav cannons on his Kataphron Destroyers. We can only imagine that they'll be put to good use against poor Steve's Wraithguard. Or his Blood Angels...



Far left: Andy's Ruststalkers lead the advance towards the enemy. "I wanted to have one of every unit in the army," explains Andy. "Now I've done that, I want to have one of every weapon option for every unit. An army is never complete!"



ARMIES ON PARADE



Left: Laura's Crypt Flyers loom over the battlefield, standing on the rim of a Dragonfate Dais (Laura used the pillars from the dais on the throne in the centre of the board to make it look more majestic).



Right: "My Crypt Ghast Courtier, Grizum, has wings," says Laura. "I see him as the army's messenger and scout, observing the enemy's movements before passing on his news to the Ghouls Kings."



THE FLESH-EATER COURT AT WAR

This is the first year that Laura has entered Armies on Parade and painting a new force has inspired her to start a campaign for Warhammer Age of Sigmar. She's even started making a map (with her Ghouls King's lair marked on it) for the players to fight over. We hope to tell you more in the next few months.

THE SHADOWSPEAKER COURT

FLESH-EATER COURT, BY LAURA MATARASSO

This army of cannibalistic, half-dead Ghouls was painted by Laura Matarasso, who was so enamoured of their noble, courtly lifestyle, that she just had to paint an army of them.

“The background in the Flesh-eater Courts battletome is really disturbing,” says Laura. “I like the idea of the Ghoule King and his court marching to war – they think they’re noble knights and heroes, but actually they’re degenerate cannibals.

“The story behind my army is that there are two courts marching to war, the Ghoule Kings having put aside their differences to form an alliance. One of the kings is a blood-crazed lunatic, though in his mind he’s a noble warrior. The other is more attuned to necromantic energy and dabbles in dark magic, though he sees himself as the well-born patriarch of his family. I painted all my models to look like they had grey, mummified flesh, while the arid-looking board was inspired by the blood-drenched scenery in the Flesh-eater Courts battletome, particularly the central tower that’s crowned by Magewrath Throne.” ☠

PAINTING GHOULS

Laura painted the skin on her Crypt Ghouls using a basecoat of Mechanicus Standard Grey, followed by a wash of Agrax Earthshade to give them an earthy tone. She then drybrushed them Dawnstone followed by Administratum Grey.

Right: Morak Hearteater, the Great Feaster, is one of the two Abhorrant Ghoule Kings that lead Laura’s army to war. The model wields a huge, blood-splattered bone, which he no doubt believes is a glittering steel sword.



Left: Kat’ra Shaad, the Shadowspeaker, Sorcerer King.

Laura’s Abhorrant Ghoule Kings are made from the Ghoule King that comes in the Terrorgeist kit. Her second king has been converted into a deranged spell-caster who summons the dead to do his bidding. In his left hand he carries a staff taken from the Necromancer kit. It’s impressive that – with just a little conversion work – the same model can look so different.

The Varghulf Courtier Yaz’ra’hud is the right hand of Kat’ra Shaad. He stands proud at the head of the army, challenging enemy heroes to glorious duels. In reality, of course, he’s a blood-soaked monster desperate to feed on living flesh. Laura converted the Varghulf so it’s standing on a fallen pillar taken from the Arcane Ruins scenery set.



Left: The Crypt Hunter Courtier, Azzac Fleshskinner, leads a unit of Crypt Horrors into battle. “I like the idea that the Crypt Hunters see themselves as knights,” says Laura. “Their dark skin enabled me to daub them with white war paint, which is kind of like their heraldry. I also covered their claws and mouths with Blood for the Blood God to make it look like they’d just eaten.”

RELEASE THE HOUNDS!

Dire Wolves (seen left) aren’t in the Flesh-eater Courts army list, but Laura included them in the army to act as a hunting pack for their royal masters.



NEW RULES

A CLASH OF TITANS

Games Workshop makes a huge range of self-contained boxed games and here in the White Dwarf bunker we love to find new ways to play them. This month, we provide new rules for three boxed games, plus three multi-player missions for Warhammer 40,000.

NEW UNITS FOR DEATHWATCH OVERKILL

A few months ago, the Genestealer Cults got their very own range of plastic models, including Acolytes wielding demolition charges, rock drills and hand flamers, and Neophytes with heavy stubbers, webbers and seismic cannons. Well now you can use all of these units (and many more besides) in your games of Deathwatch Overkill. Those Deathwatch Space Marines could be in some serious trouble...

This issue's rules section is a real grab-bag of content, featuring new rules for Lost Patrol, Imperial Knights: Renegade and Deathwatch Overkill, plus new missions for Warhammer 40,000.

First up is Lost Patrol, which you can now play as a multi-player mini tournament. The goal, as ever, is to get to the Dropship tile, but now you can play with up to five players on the side of the Scouts. Certain actions and achievements – such as shooting a Genestealer – are rewarded with victory points and the person with the highest score is the winner. It's a brilliant and wonderfully compelling way to play – the perfect party game.

On the subject of multi-player games, you'll find three exclusive missions for Warhammer 40,000 over the page. Each scenario has a particular theme. Skies of Blood, as you can

probably guess, is all about Flyers, while Armoured Conflict is a mega tank battle. Operation Extermination, meanwhile, pits Deathwatch Kill Teams against hordes of aliens.

For Imperial Knights: Renegade we provide updated rules for the KV128 Stormsurge and brand new rules for the Eldar Wraithknight, enabling you to pit these colossal walking machines against Imperial Knights or even against each other. You can, of course, photocopy the pages so you don't have to scribble all over the pages of your lovely magazine to use them.

And last, but certainly not least, we've got additional rules for Deathwatch Overkill, enabling you to use all the Genestealer Cultist models in your games. Yes, even the ones with rock saws!



LOST PATROL

WHITE
DWARF
EXCLUSIVE

SURVIVAL OF THE FITTEST

These rules allow you to play several multi-player games of Lost Patrol. In each game, the players score points; they can score points both whilst playing on the Scout side or on the Genestealer Side. All the points scored are cumulative – keep a running tally as you play through your games of Lost Patrol. Whoever has the highest at the end of the event is the winner of Lost Patrol: Survival of the Fittest. The player who scored the most points in a single game is also crowned Most Lethal Player.

A GAME FOR 2 - 6 PLAYERS

Use the Lost Patrol game rules with the following modifier:

Survival of the Fittest

The Scout side can consist of up to 5 players - divide the Scout models up as evenly as possible between the players. The Scouts should work as a team to locate the Dropship and escape.

The Genestealer side starts with only a single player. If all of the Scouts that a player is controlling are

killed, they can, at the start of the next turn, join the Genestealer side - the Genestealer players should then decide who controls which Genestealer models (divide the Genestealers on the board, and any that subsequently turn up, as evenly as possible between the players), and work as a team to eliminate the remaining Scouts.

A maximum of one Genestealer can ever be on the Dropship tile.

HOW TO SCORE POINTS:

Scout Side:

Move Out: Score 1 point if all the Scouts under your control leave the clearing.

Xenos Hunter: Score 1 point for each Genestealer killed by a Scout under your control during the game

Jungle Reconnaissance: If the jungle tile deck is ever down to 10 tiles, each remaining Scout player scores 2 point

Dropship Located: If the Dropship tile is revealed, each remaining Scout players scores 3 points.

Mission Accomplished: Score 5 points if a Scout under your control gets to the Dropship and you win a game of Lost Patrol!

Genestealer Side:

Hunter, Prey: Score 1 point for each Scout killed by a Genestealer under your control during the game

First Blood: Score 2 extra points the first time a Scout model is killed – only the starting Genestealer player can score this.

Cut off the Head: Score 1 extra point each time a Genestealer under your control kills either the Scout Sergeant or the Scout with the Heavy Bolter (these models are effectively worth 2 points each to the player that kills them).

Infested Jungle: If all the Scouts are slain before the jungle tile deck is down to 10 tiles, each Genestealer player scores 2 points.

Dropship Lost: If all the Scouts are slain before the Dropship tile is revealed, each Genestealer player scores 2 points.



SKIES OF BLOOD

The skies above the battlefield are choked with smoke and gunfire as aircraft duel in an epic dogfight.

Designer's Note: If you wish, you can play this mission using the expanded rules for Flyers found in *Death From the Skies*.

THE ARMIES

This is a multi-player battle where each player can field as many Flyers as they have in their collection. Points values are not used in this mission and only Flyers can be used.

The players should organise themselves into teams with roughly as many models in each team as possible. If one team has more Flyers, they are the Attackers, and the other team are the Defenders. Roll-off to determine who are the Attackers if both sides have the same number of Flyers.

THE BATTLEFIELD

The players should set up as large a battlefield as they can. This battle takes place at very high altitude, so no scenery is needed for the game.

DEPLOYMENT

The teams take it in turn to deploy a single Flyer anywhere in their deployment zone, beginning with the Attackers. If the Defenders finish deploying all their Flyers, the Attackers deploy their remaining units. Neither player can place units in Reserve – all Flyers must start the game on the battlefield.

FIRST TURN

The Defenders have the First Turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the battle, each player should add their Victory Points to their team's total. The team with the most Victory Points is the winner. If both teams have the same number of Victory Points, the Defenders are the victors. The individual player that scores the most Victory Points is declared to be the Ace of Aces

(if two or more players are tied, roll-off to determine the Ace of Aces).

PRIMARY OBJECTIVES

Each player scores Victory Points for the following:

- Each enemy Flyer destroyed by one of your models 1 victory point
- Each enemy Ace destroyed by one of your models (see below) 2 victory points
- Each time one of your Flyers becomes an Ace (see below) 3 victory points

MISSION SPECIAL RULES

Press the Attack: Each time a unit is completely destroyed, remove it from play and place it into Ongoing reserve, where it will be available to return to the battle at the start of its side's next turn.

Sky Marshal: At the start of each side's turn, the players on that side should roll-off to determine who will be the Sky Marshal that turn. The Sky Marshal determines the order in which their sides planes make their attacks.

Ace: If a single Flyer destroys 5 or more enemy Flyers, they become an Ace. Add 1 to that model's Ballistic Skill for the rest of the battle (or until it is destroyed).

"A planet's skies are a battlefield, just like any other. Understand them. Dominate them. Drive your foe from them without mercy. In this way you will secure victory."

- ROBOUTE GUILLIMAN, THE CODEX ASTARTES

ARMoured CONFLICT

In the fiery crucible of armoured battles, the only way to survive is for both tank and crew to work in perfect harmony and show no mercy to their rivals.

THE ARMIES

This is a multi-player game where every player controls a single Tank model. They can take any weapon and vehicle equipment options normally available, but cannot include any additional models as part of a vehicle squadron, and the total cost of the Tank cannot exceed 275 points. Each Tank can generate a single Spearhead Trait before the battle from the table below:

1. D6SPEARHEAD TRAIT

War Veteran: Pick a Faction. Your Tank has the Preferred Enemy special rule when attacking modes with that Faction.

2. Blessed Weapon:

Pick one of your Tank's weapons. That weapon gains the Master-crafted special rule.

3. Dead-eye Gunner:

Pick one of your Tank's weapons. That weapon gains the Ignores Cover special rule.

4. Auto-repair Mechanisms:

Your Tank has the It Will Not Die special rule.

5. Sentient:

Your Tank has the Power of the Machine Spirit special rule; re-roll this result if your Tank already has this special rule.

6. Tank Ace:

Your Tank has the Tank Hunters special rule.

THE BATTLEFIELD

The players should set up a 4 x 4' or a 6 x 4' battlefield as described in Warhammer 40,000: The Rules.

DEPLOYMENT

The player controlling the model with the highest points value deploys first, in the centre of the board. The player controlling the model with the second highest points value deploys second, anywhere on the board that is more than 6" away from the first model. The player controlling the model with the third highest points value deploys third, anywhere on the board that is more than 6" away from any other model, and so on, until all models have deployed. If any players have models with the same points value, roll-off to determine which player deploys first. No models can start the game in Reserves.

DETERMINE VEHICLE FACING

After all models have been deployed, each player takes it in turns (resolved in the same order as for Deployment) to roll a scatter dice and turn their Tank to face the direction indicated by the roll. If a player rolls a 'Hit' result, they can choose the direction their Tank faces instead.

FIRST TURN

The player who controls the model with the lowest points value has the first turn. The player who controls the model with the second lowest points value has the second turn. The player who controls the model with the third lowest points value has the third turn, and so on. If any players have models with the same points value, roll-off to determine which player goes first (the resulting order is maintained in future turns). Once all players have had a turn, the game turn is over, and the player who has the lowest points value takes their second turn, etc.

GAME LENGTH

The mission uses Variable Game Length as described in Warhammer 40,000: The Rules, but immediately ends if only a single model remains.

VICTORY CONDITIONS

At the end of the battle the player with the most Victory Points is the winner. If several players have the same number of Victory Points, then determine which of those players is controlling the Tank with the lowest points value – that player is the victor.

PRIMARY OBJECTIVES

Each player scores Victory Points for the following:

Each enemy Tank completely destroyed by their Tank1 Victory Point

Being on the battlefield at the end of the battle3 Victory Points

MISSION SPECIAL RULES

Blessings of the Machine God: Each time a player completely destroys an enemy model, their Tank immediately regains 1 Hull Point lost earlier in the battle.



OPERATION EXTERMINATION

The elite warriors of the Deathwatch are humanity's last line of defence against a dangerous xenos alliance that, if not exterminated here and now, will surely overwhelm and destroy entire star systems...

THE ARMIES

This is a multi-player game where every player controls either a single Deathwatch Kill Team or a single Xenos Pack. Points values are not used in this mission.

Each Deathwatch Kill Team should be one of the Kill Team Formations from Codex: Deathwatch, for example an Aquila Kill Team or a Purgatus Kill Team. Alternatively, a player can take up to 10 non-vehicle Deathwatch models (which must then stay as a unit throughout the entire game), and up to one Dedicated Transport as their Deathwatch Kill Team.

Each Xenos Pack consists of any two units from the same Codex, for example, an Ork Boyz unit and a Warboss, a Hive Tyrant and a Carnifex, or a Farseer and a unit of Dire Avengers.

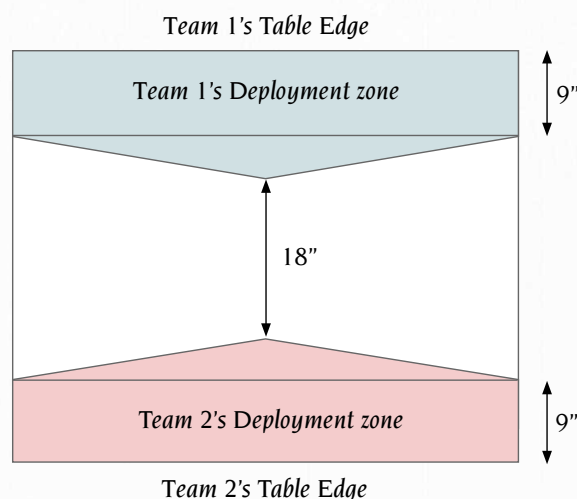
The players should organise themselves into two teams with roughly as many players in each team as possible. It is entirely up to you as to which player is on which team – if possible one side could be made entirely with Deathwatch Kill Teams and the other entirely with Xenos Packs, but it is not essential.

THE BATTLEFIELD

The players should set up as large a battlefield as they can as described in Warhammer 40,000: The Rules.

DEPLOYMENT

Starting with the team that has the most Xenos Packs, the teams take it in turn to deploy a Deathwatch Kill Team or Xenos Pack in their deployment zone. Neither team can place units in Reserve.



FIRST TURN

The Team with the most Deathwatch Kill Teams has first turn. Otherwise, one player on each team should roll a dice, re-rolling any ties, and whichever team rolls highest has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in Warhammer 40,000: The Rules.

VICTORY CONDITIONS

At the end of the battle, each player should add their Victory Points to their team's total. The team with the most Victory Points is the winner. If both teams have the same number of Victory Points, the team with the most Deathwatch Kill Teams is victorious. The individual Deathwatch Kill Team that scores the most Victory Points is declared to be the Primaris Xenos Hunters (if two or more players are tied, roll-off to determine the Primaris Xenos Hunters), and the Xenos Pack that has scored the most Victory Points is declared to be the Alpha Pack (if two or more players are tied, roll-off to determine the Alpha Pack).

PRIMARY OBJECTIVES

Each player scores Victory Points for the following:

Each Xenos Pack infantry unit destroyed by one of your units 1 victory point

Each Xenos Pack vehicle or monstrous creature destroyed by one of your units 2 victory points

Each Deathwatch Kill Team unit destroyed by one of your units 2 victory points

MISSION SPECIAL RULES

Army Commander: At the start of each side's turn, the players on that side should roll off to determine who will be the Army Commander that turn. This player determines the order in which their side's players make their attacks.

Xenos Hordes: Each time a Xenos Pack unit is completely destroyed, remove it from play and roll a dice: if the result is greater than the current game turn number you can immediately place it into Ongoing Reserve, where it will be available to return to the battle at the start of its side's next turn.

Alien Hunters: All Deathwatch Kill Teams in this mission have the Preferred Enemy (Xenos Packs) special rule.



LORDS OF WAR: WRAITHKNIGHTS AND STORMSURGES IN IMPERIAL KNIGHTS: RENEGADE

The following rules enable you to play a game of Imperial Knights: Renegade by simply replacing one, or both of the Knight models with a Wraithknight or a KV128 Stormsurge. The reference cards for both, which also include all their weapon profiles, are also included. It only requires a small handful of modifications of the rules to use these titanic war machines in place of an Imperial Knight, which are detailed below:

MOVE ACTIONS

Wraithknights are swifter than Imperial or Renegade Knights, and so can move 12" when Advancing. KV128 Stormsurges by comparison are slower, and can only move 6" when advancing.

SPECIAL ACTION

Neither a KV128 Stormsurge nor a Wraithknight have ion shields, and as a result neither can perform the Rotate Ion Shields action. Instead, each can perform its own special action. A KV128 Stormsurge can perform the Activate Target Lock action, whilst a Wraithknight can perform the Engage Wraithsight action. Both cost 1 Action Point and are resolved at the same time as an Imperial or Renegade Knight would perform the Rotate Ion Shields action.

KV128 STORMSURGE SPECIAL ACTION

Activate Target Lock: Enemy has -1 to save rolls for rest of phase.

WRAITHKNIGHT SPECIAL ACTION

Engage Wraithsight: Until the end of the turn this Wraithknight will always perform its action first if both players chose the same action – there is no need to roll-off (if both players have a Wraithknight and both perform this action, roll-off as normal).

RENEGADES: WEAPON PROFILES

KV128 STORMSURGE

Here you can find all the profiles for the weapons that can be equipped by a KV128 Stormsurge. If you are playing Imperial Knights: Renegade using a KV128 Stormsurge of

your own creation, simply look at the weapons on your model and use the appropriate profiles given below. The location grid on the reverse of this card is used as normal.

| WEAPON | RANGE | AP | DAMAGE |
|---|-------|----|--------|
| Pulse Blastcannon | 36" | -1 | D6 |
| Pulse Driver Cannon | 24" | 0 | 2 |
| | 18" | -1 | 3 |
| | 12" | -2 | 4 |
| Cluster Rocket System | 30" | 0 | D3 |
| Destroyer Missiles* | 36" | -1 | D6 |
| Smart Missile System | 24" | -1 | 1 |
| Twin Flamers | 12" | 0 | D3 |
| Twin Burst Cannons | 18" | 0 | 1 |
| Tiwn Airbursting - Fragmentation Projectors | 12" | 0 | 2 |

**A KV128 Stormsurge can only fire one Destroyer Missile each turn, and can only fire 4 over the course of the battle. Each time a Destroyer Missile is fired, make a note on location 7 or 8 – each of which starts the battle for 2 missiles each. Once a location has fired both its missiles, it cannot fire any more.*

WRAITHKNIGHT

Here you can find all the profiles for the weapons that can be equipped by a Wraithknight. If you are playing Imperial Knights: Renegade using a Wraithknight of your own

creation, simply look at the weapons on your model and use the appropriate profiles given below. The location grid on the reverse of this card is used as normal.

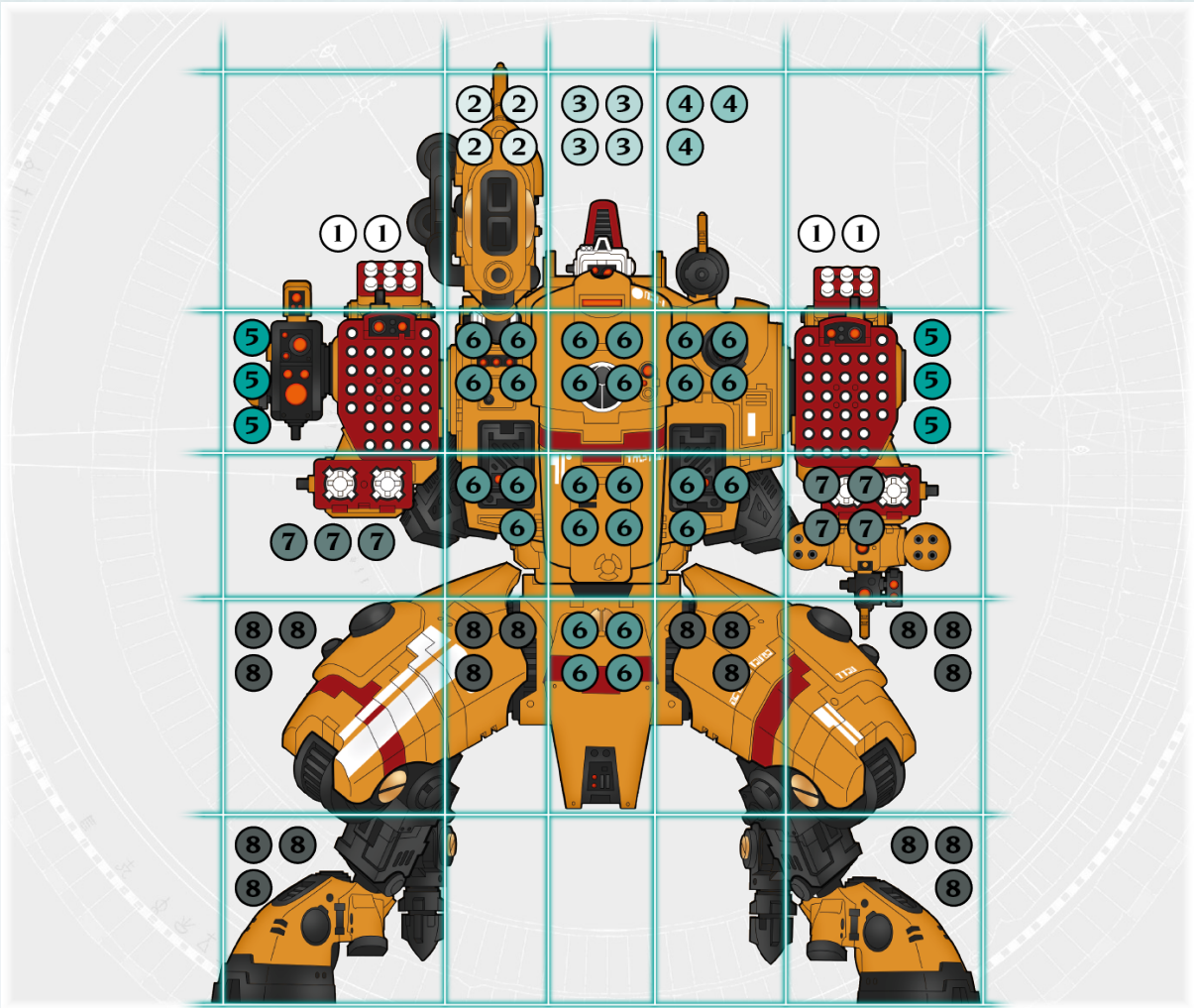
| WEAPON | RANGE | AP | DAMAGE |
|--------------------|-------|-----|--|
| Suncannon | 26" | -2 | D3 |
| Heavy Wraithcannon | 26" | -1 | 3 |
| Ghostglaive | 6" | -2 | 3 (no scatter) |
| Scatter Laser | 26" | 0 | 1 |
| Shuriken Cannon | 18" | 0 | 1 (2 if shot didn't scatter) |
| Starcannon | 18" | -1 | 1 |
| Scattershield | n/a | n/a | n/a – A Wraithknight with a scattershield adds 1 to all armour saves it takes. |



NEW RULES

KV128 STORMSURGE: HAMMER OF T'AU

Hammer of T'au is equipped with a pulse blastcannon, two smart missile systems, 2 cluster rocket systems, 4 destroyer missiles and a twin burst cannon. Hammer of T'au is Destroyed once six locations have been Critically Damaged. If you wish to use a KV128 Stormsurge your own creation, a full list of weapon profiles can be found on the reverse of this card.



| Weapon | Range | AP | Damage | Weapon | Range | AP | Damage |
|-----------------------|-------|----|--------|----------------------|-------|----|--------|
| Pulse Blastcannon | 36" | -1 | D6 | Smart Missile System | 24" | -1 | 1 |
| Cluster Rocket System | 30" | 0 | D3 | Twin Burst Cannons | 18" | 0 | 1 |
| Destroyer Missiles* | 36" | -1 | D6 | | | | |

CRITICAL DAMAGE TABLE

| Location | | Effect |
|-----------|---------------------------------------|---|
| 1L and 1R | Smart Missile Mounts | Left weapon cannot be used when left mount has been Critically Damaged. Same for right mount. |
| 2 | Primary Weapon | Cannot be used. |
| 3 | Head | KV128 Stormsurge can only spend 2 Action Points a turn. |
| 4 | Targetting Array | Cannot activate target lock. |
| 5L and 5R | Cluster Rocket Mounts (Left or Right) | Left weapon cannot be used when left mount has been Critically Damaged. Same for right mount. |

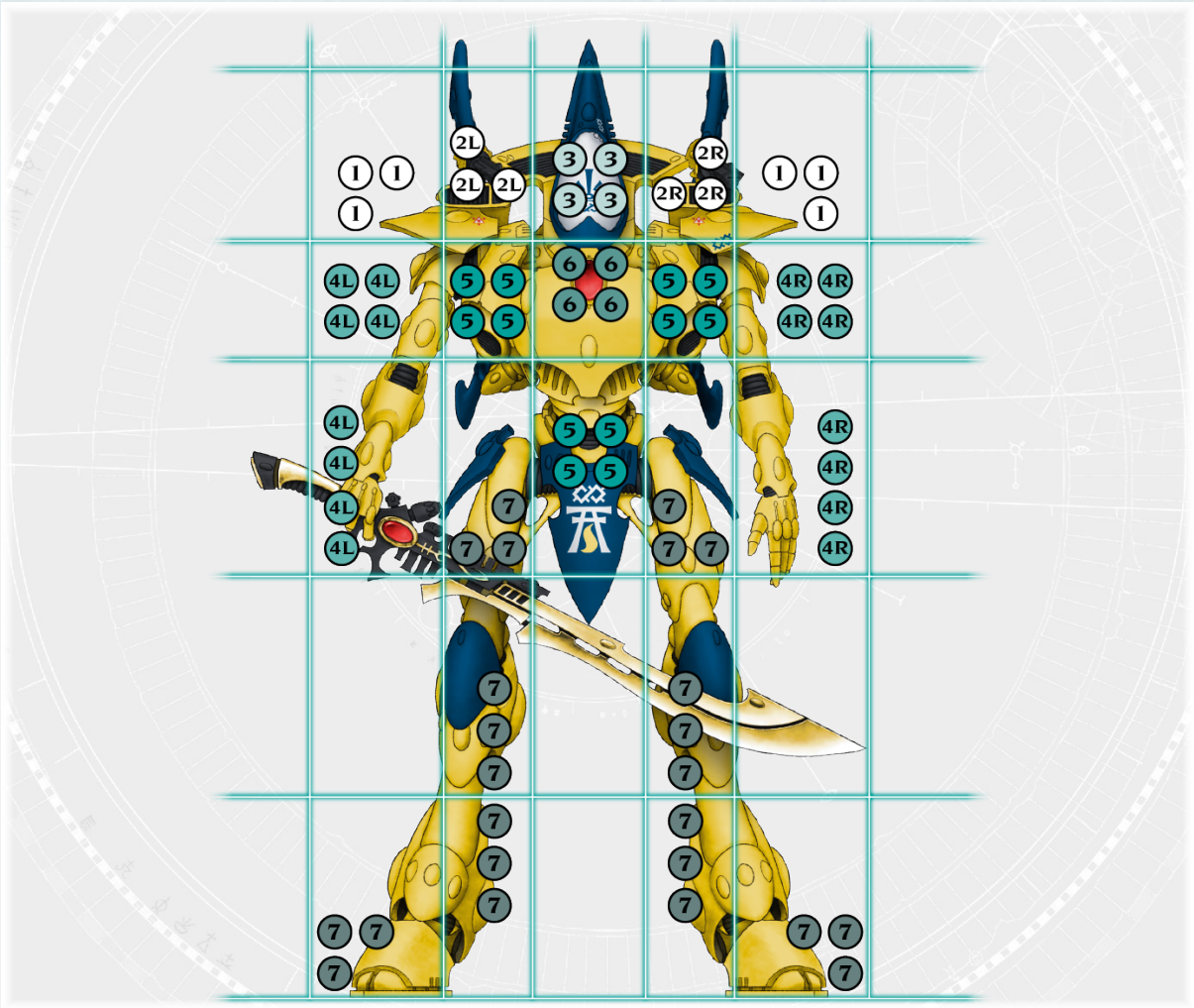
| Location | | Effect |
|-----------|---|--|
| 6 | Torso Section (each) | No additional effect. |
| 7L and 7R | Destroyer Missile Mounts (Left and Right) | Remaining Destroyer Missiles cannot be fired when left weapon mount Critically Damaged. Same for right weapon mount, but secondary weapons can also not be used when Critically Damaged. |
| 8 | Leg Section (each) | Move 1" less when Advancing, Running or Charging (to a minimum of 0"). |

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WRAITHKNIGHT: VAUL'S SWORD

Vaul's Sword is equipped with a ghostglaive, a scattershield and two scatter lasers. Vaul's Sword is Destroyed once six locations have been Critically Damaged. If you wish to use a Wraithknight of your own creation, a full list of weapon profiles can be found on the reverse of this card.



| Weapon | Range | AP | Damage |
|---------------|-------|-----|--|
| Ghostglaive | 6" | -2 | 3 (no scatter) |
| Scatter Laser | 26" | 0 | 1 |
| Scattershield | n/a | n/a | n/a - A Wraithknight with a Scattershield adds 1 to all armour saves it takes. |

CRITICAL DAMAGE TABLE

| Location | | Effect |
|-----------|---------------------|---|
| 1 | Shoulder Pauldron | No additional effect. |
| 2L and 2R | Shoulder Mount | Left weapon cannot be used when left shoulder mount has been Critically Damaged. Same for right shoulder mount. |
| 3 | Head | Wraithknight can only spend 2 Action Points a turn. |
| 4L and 4R | Arm (Left or Right) | Left weapon cannot be used when both left arm locations have been Critically Damaged. Same for right arm. |

| Location | | Effect |
|----------|----------------------|--|
| 5 | Torso Section (each) | No additional effect. |
| 6 | Waystone | Cannot engage wraithsight. |
| 7 | Leg Section (each) | Move 1" less when Advancing, Running or Charging (to a minimum of 0"). |



DEATHWATCH OVERKILL

THE GENESTEALER CULT ARISES

As a bit of a treat, we thought it would be a bit of fun to provide you all with some new profiles that enable Genestealer Cultist players to use the exciting new weapon options found within the Neophyte Hybrid and Acolyte Hybrid kits in their games of Deathwatch: Overkill.

To do so, whenever the Genestealer Cultist player launches their ambushes in the Movement phase, they can choose to replace the models shown on their Broodmind Cards with the alternative models as described below, the profiles for which are shown on the following pages:

Any Hybrid with Autogun can be replaced with a Hybrid with Shotgun.

Any Hybrid with Grenade Launcher can be replaced with one of the following models:

Hybrid with Shotgun and Cult Icon
Hybrid with Flamer
Hybrid with Heavy Stubber
Hybrid with Seismic Cannon
Hybrid with Webber

Any Hybrid with Mining Laser can be replaced with one of the following models:

Hybrid with Knife and Cult Icon
Hybrid with Heavy Rock Cutter
Hybrid with Heavy Rock Drill
Hybrid with Heavy Rock Saw

One Hybrid with Autopistol per Broodmind Card can be replaced with one of the following models:

Hybrid with Autopistol and Bonesword
Hybrid with Cult Icon
Hybrid with Demolition Charge
Hybrid with Hand Flamer
Hybrid with Lash Whip and Bonesword



Hybrid with Heavy Stubber



Hybrid with Hand Flamer



Hybrid with Heavy Rock Drill



Hybrid with Flamer



Hybrid with Demolition Charge



Hybrid with Webber



Hybrid with Shotgun



Hybrid with Heavy Rock Cutter



Hybrid with Seismic Cannon



Hybrid with Heavy Rock Saw



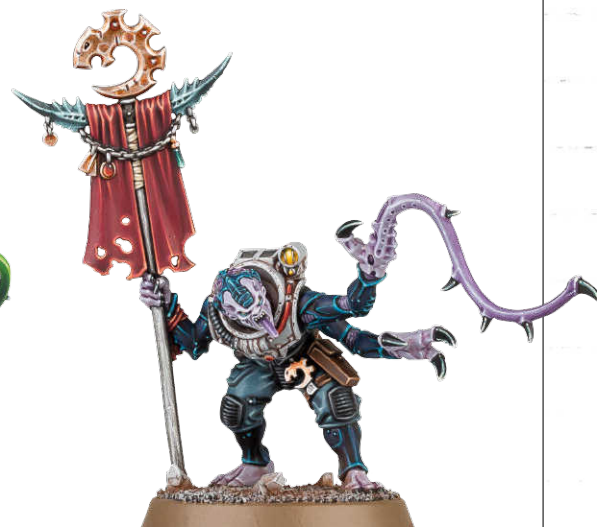
Hybrid with Shotgun and Cult Icon



Hybrid with Autopistol and Bonesword



Hybrid with Lash Whip and Bonesword



Hybrid with Cult Icon

NEOPHYTE HYBRID WITH CULT ICON

| | | | | | | |
|----------|-----------|---|--------|---|------|---------|
| Speed: 2 | Armour: - | | | | | |
| | Assault | | Combat | | Max. | Special |
| Shotgun* | 4 | 4 | 6 | 6 | — | — |
| Autogun* | 5 | 5 | 6 | 6 | 6 | — |

Cult Icon: You can re-roll 1s for this model and any Genestealer Cultist models on his board section when they attack at Assault range.

*A Neophyte Hybrid with Cult Icon can be equipped with one of these two weapons, but not both.

HYBRID WITH SHOTGUN

| | | | | |
|----------|-----------|--------|------|---------|
| Speed: 2 | Armour: - | | | |
| | Assault | Combat | Max. | Special |
| Shotgun | 4 4 | 6 6 | — | — |

HYBRID WITH FLAMER

| | | | | |
|----------|-----------|--------|------|---------|
| Speed: 2 | Armour: - | | | |
| | Assault | Combat | Max. | Special |
| Shotgun | 5 | 6 | — | Blast |

HYBRID WITH HEAVY STUBBER

| | | | | | |
|---------------|-----------|--------|---|------|---------|
| Speed: 2 | Armour: - | | | | |
| | Assault | Combat | | Max. | Special |
| Heavy Stubber | 6 | 5 | 5 | 5 | 5 |
| | | 5 | | 5 | |
| | | | | | Blast |

HYBRID WITH HEAVY STUBBER

| | | | | |
|---------------|-----------|----------|----------|---------|
| Speed: 2 | Armour: - | | | |
| | Assault | Combat | Max. | Special |
| Heavy Stubber | 5 | 5 5 5 | 5 5 5 | — |

HYBRID WITH SEISMIC CANNON

| | | | | | |
|----------------|-----------|--------|---|----------|---------|
| Speed: 2 | Armour: - | | | | |
| | Assault | Combat | | Max. | Special |
| Seismic Cannon | 4 | 5 | 5 | 6 6 6 | — |

Resonance: Any hit rolls of 6 made for a seismic cannon gain the Cleave ability.

HYBRID WITH WEBBER

| | | | | |
|----------|-----------|--------|------|---------|
| Speed: 2 | Armour: - | | | |
| | Assault | Combat | Max. | Special |
| Webber | 5 | 6 | — | Blast |

Entangled: If a Deathwatch model suffers a hit from this model in the Genestealer Cultist Attack phase, it cannot attack in the Deathwatch Commander’s Second Attack Phase, even if the save roll was successful.

HYBRID WITH DEMOLITION CHARGE

| | | | | |
|-------------------|-----------|--------|------|---------------|
| Speed: 2 | Armour: - | | | |
| | Assault | Combat | Max. | Special |
| Demolition Charge | 4 | 5 | — | Blast, Cleave |
| Teeth & Claws | 5 | — | — | — |

One Use Only: You can only make a single attack with this model’s Demolition Charge, after which it has run out of ammunition and can only make attacks with its Teeth & Claws for the rest of the game.

ACOLYTE HYBRID WITH CULT ICON

| | | | | | |
|-------------|---------|---|------------|------|---------|
| Speed: 2 | | | Armour: 6+ | | |
| | Assault | | Combat | Max. | Special |
| Knife* | 4 | 4 | — | — | — |
| Autopistol* | 5 | 5 | 6 | — | — |

Cult Icon: You can re-roll 1s for this model and any Genestealer Cultist models on his board section when they attack at Assault range.

*An Acolyte Hybrid with Cult Icon can be equipped with one of these two weapons, but not both.

HYBRID WITH HAND FLAMER

| | | | | |
|-------------|------------|--------|------|---------|
| Speed: 2 | Armour: 6+ | | | |
| | Assault | Combat | Max. | Special |
| Hand Flamer | 4 | 6 | — | Blast |

HYBRID WITH HEAVY ROCK SAW

| | | | | |
|-------------|------------|--------|------|---------|
| Speed: 2 | Armour: 6+ | | | |
| | Assault | Combat | Max. | Special |
| Hand Flamer | 4 4 | — | — | Cleave |

HYBRID WITH AUTOPISTOL AND BONESWORD

| | | | | |
|------------------------|------------|--------|------|---------|
| Speed: 2 | Armour: 6+ | | | |
| | Assault | Combat | Max. | Special |
| Autopistol & Bonesword | 5 5 5 | 6 | — | Blast |

HYBRID WITH AUTOPISTOL AND BONESWORD

| | | | | | |
|------------------------|---------|---|--------|------|---------|
| Speed: 2 | Assault | | Combat | Max. | Special |
| Autopistol & Bonesword | 5 | 5 | 6 | — | — |
| | 5 | | | | |

HYBRID WITH LASH WHIP AND BONESWORD

| | | | | |
|-----------------------|------------|--------|------|---------|
| Speed: 2 | Armour: 6+ | | | |
| | Assault | Combat | Max. | Special |
| Lash Whip & Bonesword | 5 5 5 | — | — | — |

HYBRID WITH HEAVY ROCK CUTTER

| | | | | |
|-------------------|------------|--------|------|---------|
| Speed: 2 | Armour: 6+ | | | |
| | Assault | Combat | Max. | Special |
| Heavy Rock Cutter | 4 | — | — | — |

Snip: An unsaved attack from his weapon inflicts two wounds, meaning that if a Deathwatch model fails a saving throw against an attack made by this model, they are immediately removed from the board as a casualty.

HYBRID WITH HEAVY ROCK DRILL

| | | | | |
|-------------------|------------|--------|------|---------|
| Speed: 2 | Armour: 6+ | | | |
| | Assault | Combat | Max. | Special |
| Heavy Rock Cutter | 4 | — | — | Cleave |

Pulverise: If a Deathwatch model survives an attack made with this weapon (either by passing an armour roll or becoming wounded), you can immediately make another attack. It is possible to continue generating attacks in this manner.



FEATURE

THE CRIMSON KING

THE HISTORY OF MAGNUS AND THE THOUSAND SONS

Magnus the Red, Primarch of the Thousand Sons Legion, was one of the mightiest warriors and greatest intellects of the nascent Imperium. His downfall is a tragic tale of obsession, deceit, despair and betrayal. Read on, if you dare, and learn of the Crimson King.



There are few people alive in the 41st Millennium who know the tale of Magnus the Red, Primarch of the Thousand Sons. And rightly so, for 10,000 years ago, Magnus committed the greatest sin and turned from the Emperor's light. His betrayal, indeed, his very existence, is a closely guarded secret and to even mention his name is considered a terrible heresy. But who is Magnus the Red? Read on, and you will soon find out...

MAGNUS THE RED, SON OF PROSPERO

Legend tells of the Emperor creating 20 sons to lead his armies, each of them imbued with an aspect of his being. Yet before they could grow to maturity, they were plucked from their incubation pods on Terra and scattered across the galaxy. Some say it was fate that intervened in the Emperor's plans, others suggest that the Chaos Gods had a part to play. Whatever the cause, Magnus, while still a baby, was flung across the galaxy to the remote world of Prospero in the Ultima Segmentum. His incubation pod scorched the atmosphere, appearing like a portentous comet before crashing into the central plaza of Tizca, the City of Light and capital of Prospero.

The people of Prospero were extremely learned; they were also mutants, latent psykers who had just begun to develop their powers ►



The Thousand Sons muster for war around the glittering pyramids of the city of Tizca. Magnus can be seen in the background as a psychic manifestation.

THE FIRST VISIONS OF HERESY

The first time Magnus the Red was illustrated was by John Blanche back in 2003, a full year after the Thousand Sons appeared in *Index Astartes* in *White Dwarf*. "This is Magnus as he would have looked during the Great Crusade," says John, talking about the piece. "Every aspect of him is red – his skin, his hair, his cloak – he's frightening and almost daemonic in appearance. Magnus hasn't fallen to Chaos at this point, but there are hints that he's dabbled too deeply with the Warp. The grimoire on his belt – the Book of Magnus – has a Chaos star on the cover and the style of his armour (not to mention the feathers on his cape) is very definitely Tzeentchian. Something it's important to note is that he's not a cyclops – he doesn't have one massive eye in the centre of his forehead like the old Epic miniature, but he does have one eye. We can assume he changed his visage later on when he became a Daemon Prince."



FEATURE

CREATING THE CRIMSON KING

Magnus the Red is the very first Primarch sculpted for Warhammer 40,000, and what a monster he is! We caught up with Matt Holland, the sculptor behind this impressive kit, to find out more about his inspiration.

“Magnus the Red is one of the most iconic villains of the Warhammer 40,000 universe,” says Matt, “so getting his look right was a real challenge. The Black Library anthology *The Primarchs* was my main inspirations for his appearance, and this model retains much of Magnus’s look from the time of the Great Crusade, including his ornate armour, flowing hair and kopesh-like glaive. I feel this helps show the evolution of

the character from Primarch to Daemon Primarch – he’s still Magnus, just 10,000 years later and horribly Warp-tainted. The illustration also gave me the right look for Magnus’s face – a disdainful sneer. One of the key aspects of Magnus is that he’s always been huge, even before he became a Daemon Prince, and I really wanted to convey that in this model. He can, after all, remake his form however he wishes and I imagine his towering arrogance is proportional to his stature! His body I kept mostly humanoid, but I gave him avian feet, which ties him to other models in the Tzeentch range such as the Tzaangors and the Lord of Change. Feathered wings are also a common motif amongst Tzeentchian Daemons and his are satisfyingly huge.”

TAP THE NUMBERS TO REVEAL ADDITION INFORMATION





Magnus's throne room on Sortarius, the Planet of the Sorcerers. Magnus's throne sits at the top of the Tower of the Cyclops, an obsidian monolith that pierces the lightning-wracked sky above the Daemon World. At its apex a giant, baleful eye burns, enabling Magnus to see both deeper into the Warp and into the material realm. Magnus rarely leaves his throne room, preferring to enact his will by proxy.

- when Magnus made planetfall. They saw their future in the infant child, for, like them, he too was a mutant. His skin was a deep copper and his hair a flaming red, and around him burned a psychic aura brighter than that of any person on Prospero.

Like his brother Primarchs scattered across the galaxy, Magnus quickly grew to maturity, both physically and intellectually. A giant among men, Magnus soon began to manifest psychic powers to an extent never witnessed before on Prospero. And not just manifest them, but bring them under his control, surpassing the abilities of his tutor Amon. Yet Magnus, ever hungry for knowledge and power, felt a connection to something deeper than the powers he commanded. Instead of drawing power from the Empyrean, he looked upon it and saw the power of the Warp for the first time. And the Warp stared back...

PRIMARCH OF THE XV LEGION

Magnus's psychic presence in the Warp blazed like a burning sun and drew the attention of

MAGNUS AND HIS BROTHERS

Magnus's relationship with his brothers was often strained due to his use of psychic powers. Mortarion of the Death Guard was his most vehement opponent, denouncing Magnus's dallings with the Warp. Leman Russ of the Space Wolves also disliked Magnus, though more for his use of subversive and dishonourable tactics. On the other hand, Magnus had a strong relationship with Lorgar of the Word Bearers, who was also highly psychic.

Curiously, Magnus also had a strong bond with the solitary Jaghatai Khan. At the outbreak of the Horus Heresy, a confused Khan arrived on Prospero to try and make sense of the unfolding war. Magnus appeared to him as a psychic projection and told him that he would have to choose a side. He did not try to persuade Khan which side to fight for.



the Emperor of Mankind, who travelled to Prospero to find his lost son. He arrived at the head of the XV Legion, the Thousand Sons, which he offered to Magnus. The Primarch proclaimed "As I am your son, they shall become mine." Yet Magnus's inheritance was not all it seemed. Infused with his gene-seed, his sons were also prone to mutation, both physical and psychic. Magnus's brothers called for censure, for the mutant Legionaries to be culled. Magnus, desperate to save his Legion, had to find a solution.

As his brother Mortarion once warned Magnus, pacts with the creatures of the Empyrean always have a price. Though it's unlikely that Magnus knew at the time, the benefactor that saved his Legion was the Chaos god Tzeentch, the ever-scheming Changer of Ways. Tzeentch threw the physical mutations of the Thousand Sons into remission, but preserved their psychic talents. The price was surprisingly small – Magnus's right eye was plucked from his skull and the pact was sealed. The Thousand Sons had been saved, and they joined the Emperor's Great Crusade.

FEATURE

THE RUBRIC OF AHRIMAN

Ahzek Ahriman was once considered one of Magnus's chief advisors and confidants, yet Ahriman often had doubts about his Primarch. He knew of Magnus's bargain with Tzeentch and, later, how Magnus had prevented him foreseeing the arrival of the Space Wolves on Prospero. Ahriman became even more disillusioned with his Primarch when the flesh-change struck once more and ravaged the survivors of the Thousand Sons Legion. In desperation, Ahriman gathered together a cabal of the Legion's greatest remaining sorcerers and cast the Rubric of Ahriman, a potent spell that stayed the flesh-change but reduced the bulk of the Legion to mindless automata. His homeworld lost and his legion now essentially destroyed, Magnus banished Ahriman and his cabal from his sight. Until now, that is...

THE GREAT CRUSADE

The years of the Great Crusade saw the Thousand Sons go from strength to strength. Magnus was seen as a wild and impetuous commander, but nevertheless his expeditions were still hugely successful. His Legion, so terribly diminished by the flesh-change, could now field thousands of Legionaries, and many of them had developed their psychic powers, becoming members of the Legion's cults. But Magnus was still not content. There was still so much to learn about the Warp and he soon began to study darker arts.

THE COUNCIL OF NIKAEA AND THE TRIAL OF MAGNUS THE RED

These forays into sorcery had not gone unnoticed by other Imperial forces. As the Great Crusade spread throughout the galaxy, the expeditionary forces encountered civilisations that utilised the power of the Warp to conjure dark magicks in battle. Many soon drew parallels with those powers used by the Thousand Sons and, once again, Magnus and his Legion faced censure. A council was called at Nikaea in 001.M31, with the Emperor presiding. On one hand stood the witch hunters and psychic declaimers. On the other, Magnus the Red. Though Magnus spoke eloquently, the Emperor decreed that sorcery was to be banned and that the Legions must disband their Librarius divisions. Magnus,

enraged at the decision, nevertheless bent his knee in compliance.

VISIONS OF HERESY AND THE BURNING OF PROSPERO

Yet despite his outward conformity, Magnus's hubris knew no bounds, and both he and his Legion continued to study the Warp and the dark arts. In 005.M31, Magnus, sensing a great psychic disturbance, delved deeply into the Warp seeing Horus's imminent betrayal and the subsequent war that would shatter the Emperor's dream of a united galaxy. Magnus, desperate to warn his father, cast his psychic essence across the galaxy with such force that he breached the psychic wards of the Emperor's palace on Terra, allowing Daemons of the Warp to enter and slaughter countless innocent servants. Appalled by what he'd done, Magnus's spirit fled back to Prospero before he delivered his warning. He knew that the cost of his betrayal would be terrible, and within the year his home world was assaulted by the entire Space Wolves Legion. Though many of his Legion were gifted with the power of foresight, Magnus blocked their precognitive abilities so they could not predict the arrival of Leman Russ and his Legion. They had all betrayed the Emperor, and Magnus believed they must all face the consequences.

And so the skies of Prospero burned, and grey retribution rained down upon Tizca. Many of Magnus's coven, Ahriman included, rallied against the invasion and used their sorcerous powers against the Space Wolves, only damning themselves further in the eyes of their persecutors. Magnus, however, would not fight, intending to accept his fate with honour. His resolve weakened when he saw the Great Libraries burning and his sons dying. Enraged, Magnus handed Ahriman the Book of Magnus and instructed his Chief Librarian to enact a ritual that would save the Legion. Then he strode out to meet Leman Russ in combat. Magnus knew he could not win, but he could buy time for his sons to escape. As the two Primarchs fought, Ahriman and his cabal of sorcerers drew on the power of the Empyrean, and the Thousand Sons – Magnus included – vanished into the Warp.

THE HORUS HERESY AND THE PLANET OF THE SORCERERS

Little was seen of Magnus and his Legion during the Horus Heresy, not least because Ahriman's fateful Rubric had almost destroyed the Thousand Sons. While other Legions fought bitter wars across the galaxy, Magnus – ensconced within his tower on the Planet of the Sorcerers – brooded upon his downfall and plotted revenge. The Space Wolves would feel ►

BATTLE OF THE FANG

In M32, Magnus returned to the material realm and assaulted the Space Wolves homeworld of Fenris. Many assumed his invasion was retribution for the sacking of Prospero, but in reality Magnus had discovered a secret about the Space Wolves – they'd almost found a cure for the Wulfen Curse. Luring the Great Companies away with trickery and false visions, Magnus and the remnants of his Legion laid siege to the Fang, penetrated its defences and obliterated centuries of research into the Wulfen Curse. Now, Magnus hoped, the Space Wolves would suffer as his own Legion had suffered.



Magnus and the Thousand Sons bring war once more to Fenris, homeworld of the Space Wolves Chapter. Protected by runes of fate woven by the Blue Scribes, Magnus has already slain one Wolf Lord and now sets his eyes on a greater prize — Logan Grimnar, the Great Wolf himself.



► his wrath for the destruction they'd caused on Prospero, but above all the Emperor of Mankind would be made to suffer. His father had given Magnus life, then denied him the chance to live. Magnus did fight alongside other traitor forces in the Siege of Terra in 014.M31, though Horus's defeat saw the Crimson King retreat once again to the Immaterium where, apart from a brief re-emergence to ransack Fenris, the homeworld of the Space Wolves, he has remained ever since.

THE TIME OF ENDING AND THE WRATH OF MAGNUS

But Magnus has not been idle. For close to 10,000 years he has plotted and schemed the downfall of the Imperium, starting with the Space Wolves. The sudden reappearance of the Space Wolves 13th Company, the Wulfen, may have been a shock to the Space Wolves, but to Magnus it was all part of a carefully orchestrated plan to show the Sons of Russ in their very worst light. Leman Russ had once called for the mutants of the Thousand Sons to be culled after witnessing the return of the flesh-change on Ark Reach Secundus. Now, Magnus was returning the favour by showing the Imperium the curse that lay within the heart of every Space Wolf. He knew he could not defeat the Space Wolves through feats of arms alone, but he could get others to do it for him, using guile and trickery to manipulate those whose minds required little manipulation.

Magnus ensured that every reappearance of the Wulfen was heralded by a daemonincursion,

THE PLANET OF THE SORCERERS

The Daemon World of Sortarius lies deep within the Eye of Terror. Now known as the Planet of the Sorcerers, it has been the adoptive homeworld of the Thousand Sons Legion since Prospero burned at the hands of the Space Wolves. It is a world in constant turmoil, its volcanic land constantly cracking and shifting, its skies consumed by roiling thunderheads of Warp energy. Across jagged plains of lava, the Silver Towers of the Legion's Sorcerers reach up to the miasmic clouds and glimmer with dark energy. They are all that remains of ancient Tizca, melded by Warp-craft into terrifying edifices that can strip the sanity off a mortal being. Now, as Magnus's schemes come to fruition, no less than nine Silver Towers have torn themselves from the bedrock of Sortarius and travelled across the Void. Their destination: Fenris.

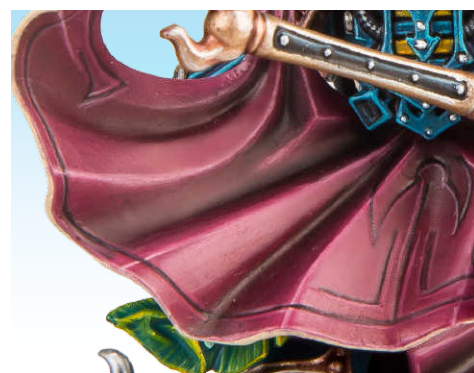


which, as he rightly foresaw, caught the attention of the Inquisition and the Grey Knights. At the same time, Magnus exploited the enmity between the Dark Angels and the Space Wolves, ensnaring the Angels of Caliban in a web of lies and deceit. He left them in no doubt that the Space Wolves had, or were very soon about to, fall to Chaos. Magnus's agent in this endeavour was the mysterious Changeling, who appeared to Chapter Master Azrael in various guises, convincing him to take action immediately. The Dark Angels, supported by no fewer than 14 Space Marine Chapters, arrived in the Fenris system to find every world overrun by Chaos Space Marines, corrupt humans and Daemons. Worse still, those Space Wolves fighting alongside the Wulfen had become frothing berserkers barely able to control their animal rage. It was with a heavy heart that Azrael ordered the bombardment of the worlds in the Fenris system. Magnus the Red revelled in the irony and put the next stage of his plan into motion.

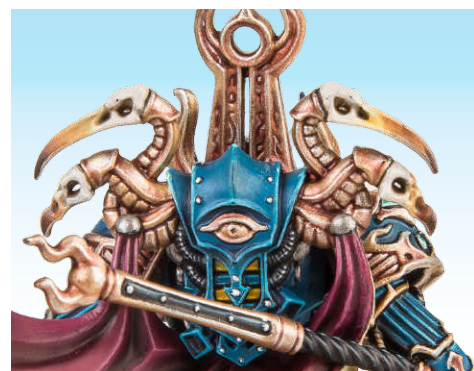
Now Magnus himself assails the world of Fenris. Nine Silver Towers of Tzeentch lay siege to the Fang, the world overrun by Daemons. Yet Fenris is not Magnus's ultimate goal. The Crimson King is both one of the greatest players and one of the most important pieces in the Great Game of Chaos and he has his single baleful eye set on a much grander prize. The galaxy, the Emperor and the Imperium of Man will burn! ☠

SONS OF MAGNUS

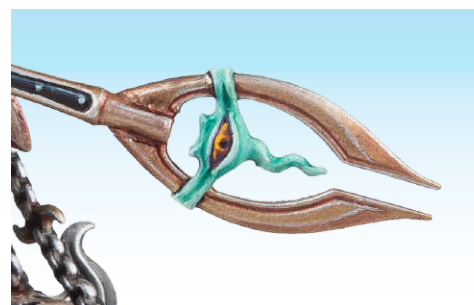
'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures, curated by the renowned 'Eavy Metal team. In this issue they tell us about the iconic colour scheme of the Thousands Sons and introduce us to the wonderful work of Wil Davies.



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1 This Exalted Sorcerer may be covered in details, but he still conforms to the 'Eavy Metal colour scheme. Note how his stole is a very pale teal, while his face bridges the colour scheme between blue and teal.

2 The robes are painted to look like smooth, clean cloth.

3 The bird skulls have a hint of yellow in their colour scheme.

4 The bright green feather at the Sorcerers waist and the Warp energy on his staff are the only concessions to the colour palette.

In this issue the 'Eavy Metal team have two things they'd like to chat about – the colour scheme for the new Thousand Sons miniatures and a selection of models painted by friend of 'Eavy Metal Wil Davies. First up, the sons of Magnus.

"The Thousands Sons have some of the strongest visual imagery in Warhammer 40,000, and one of the most iconic colour schemes," says 'Eavy Metal's Max Faleij. "We wanted to stay true and respectful to that colour scheme, but give it a more modern take. The main change was the blue. On the original models it was dark and flat, and we wanted to bring it closer to turquoise in hue, much like the Tzeentch models we'd painted for Silver Tower. Giving the blue a greener tone meant we could incorporate a little more teal into the colour scheme – the colour we'd used to

signify magic and sorcery on the Silver Tower models. The runes and eyes of the Rubric Marines, for example, are green, while their tabards also have a slight hint of green to them, like they're made of iridescent silk.

"Altering the blue also meant we could introduce a new colour to the Thousand Sons colour scheme – in this case, a deep, crimson-like purple. The blue and yellow are the main colours, while the teal and purple sit either side of them on the colour wheel and act as the spot colours for the range. You'll notice how the more important a model is, the more purple it has on it. The Exalted Sorcerer above, for example, has more purple on him than a Rubric Marine, but less than Magnus, who is almost entirely purple!"



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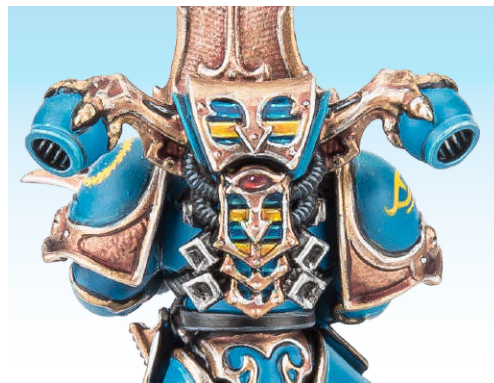
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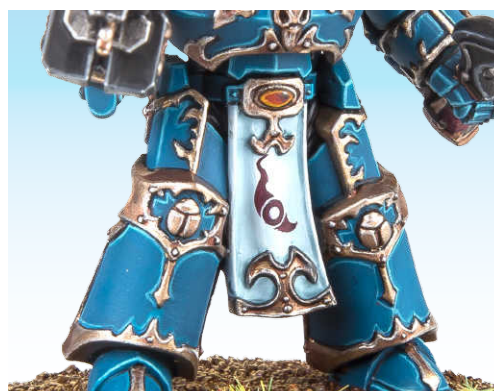
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- 1 While the Tzaangors are still blue, the 'Eavy Metal team painted them a different blue to the Rubric Marines. This adds variety to the army's overall colour scheme and it also shows the difference in texture between their leathery skin and ceramite power armour.
- 2 All the metallic areas were shaded with purple to give them a hot, reflective tone that contrasts well with the cool blue skin.
- 3 The armour was painted as bare steel to make it look less high-tech than the Rubric Marines' power armour.
- 4 The new colour scheme for the Thousand Sons still incorporates the classic blue and yellow crest and gold armour trim. All of the gold has been carefully shaded with purple glazes to tie it to the army spot colour.
- 5 The army spot colour has been snuck onto this Rubric Marine on the gemstone on his backpack. Purple was also used for the rune of Tzeentch on his tabard.
- 6 The banding on the armour and headdress was painted to look like inlaid gems with both the yellow and blue highlighted an extra stage to make them look brighter. A tiny dot of white in the corner of each gem helps convey the impression that it's a highly polished, reflective stone rather than a painted panel.
- 7 The Scarab Occult Terminators are painted the same colour as the rest of the Legion.
- 8 Black was picked for the weapon casings of the Thousand Sons. It's a neutral colour, so it doesn't clash with the blue and gold colour scheme.
- 9 The tabards have a hint of teal to them, linking them to the stoles worn by the Sorcerers.

'EAVY METAL SPOTLIGHT



1

'EAVY METAL

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. 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 models. Sometimes, the 'Eavy Metal will be so impressed by a hobbyist's work, that they will invite them to showcase their models in a 'Eavy Metal Spotlight.

This month the 'Eavy Metal team have focused their spotlight on Wil Davies, a hobbyist whose painting style closely emulates that of our renowned painters. Wil has won no less than five statuettes at Golden Demon painting competitions over the years and Max felt his models deserved a little more attention. Here's why.

"Wil is an exceptionally gifted painter with a very clean, crisp style that really shows off his abilities," says Max. "He's very neat and precise with an excellent eye for colour composition, picking colours that complement each other to create a striking piece where no part of the model is overshadowed, but the important elements are always the focus. He's also really passionate about the background of the Warhammer universes and takes a great deal of time to research his chosen subject, really immersing himself in the culture of the model he's painting. Crucially for me, Wil also takes great care when composing his competition entries. He takes time to set the scene, using a model's base to ground it in the universe it lives in. While his painting style is exceptional, it's the composition of his models that turns his already-beautiful creations into Golden Demon-winning pieces." 🦴



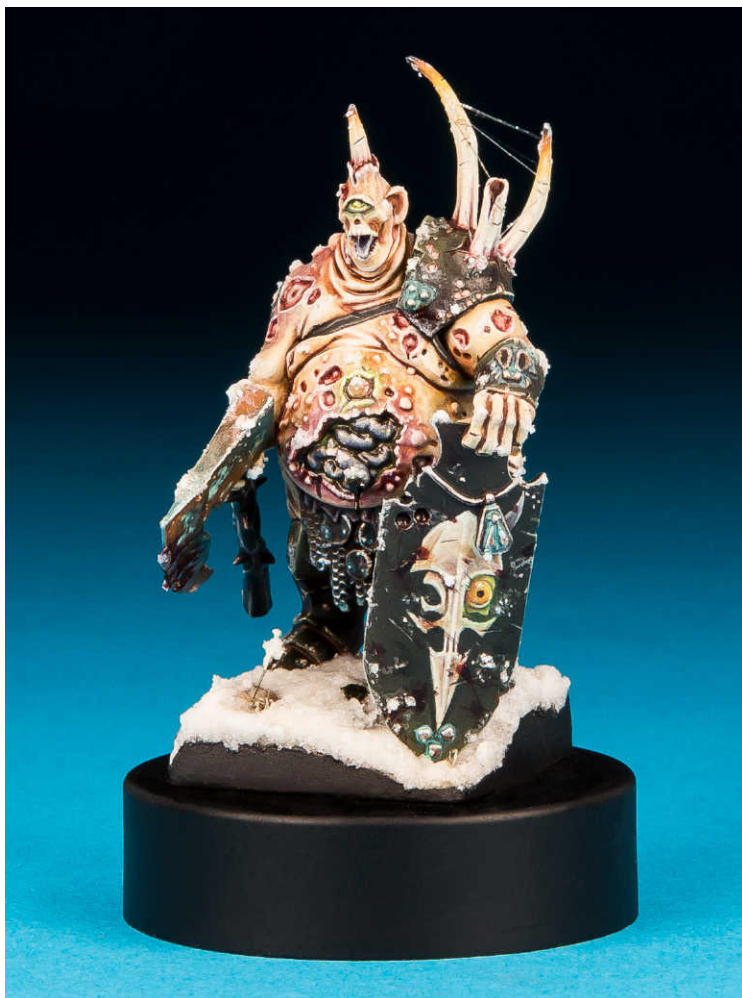
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1 "Wil's composition of Angron is very neatly done," says Max. "He's used the three fallen legionaries – all in white armour – to frame Angron. However, Angron's face is also quite pale, instantly drawing your eye to it as the focal part of the model."

2 "There's a lot of contrast in Angron's cape, between the coarse fur, oiled chains and smooth skulls. Wil has also carefully balanced the shading and the highlights on the fur to give it real depth and texture."

3 "The gore on the axe is a wonderful little touch," adds Max. "Wil really immerses himself in the background of a model before taking on a painting project and Angron is no exception. A stream of blood coming off his axe is most appropriate!"



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1 Wil says he painted the Lord of Plagues model because everyone he knows had painted it and he wanted to paint one too. "Wil's converted the model to give it a more open pose," says Max. "That's really important for a high-end painter because it allows you to show off your painting skills on the whole model without having weapons in the way. The standout feature of the piece, though, is the shield, which Wil was inspired to paint after seeing one of Neil Hodgson's illustrations."

2 Wil's Blood Angels Captain is a great example of a non-metallic metal painting technique, but applied to a colour other than silver or gold. "Painting non-metallic metals is a really tough challenge, but it's often seen as the benchmark of a skilled painter to be able to do them," says Max. "Here, the painting technique works well to exaggerate the shape of the model's armour, the light reflecting off the rounded edges."

3 Wil's Wolf Guard conversion was based on Kor'sarro Khan with the backpack taken from Canis Wolfborn. "The backpack's a really clever addition to the model as the bones all point at the model's head," says Max. "Wil also picked his colours really carefully – the yellow and black shoulder pads balance each other nicely, while the knee pad helps create a triangle of spot colours around the model."

4 "The Sartosan Pirate is a really characterful model and Wil has enhanced that with the tiny wanted poster behind the model. He's achieved a great colour balance too, between the green light and red coat."

BATTLEGROUND

ASSAULT ON MUSTER TREDECIMMA

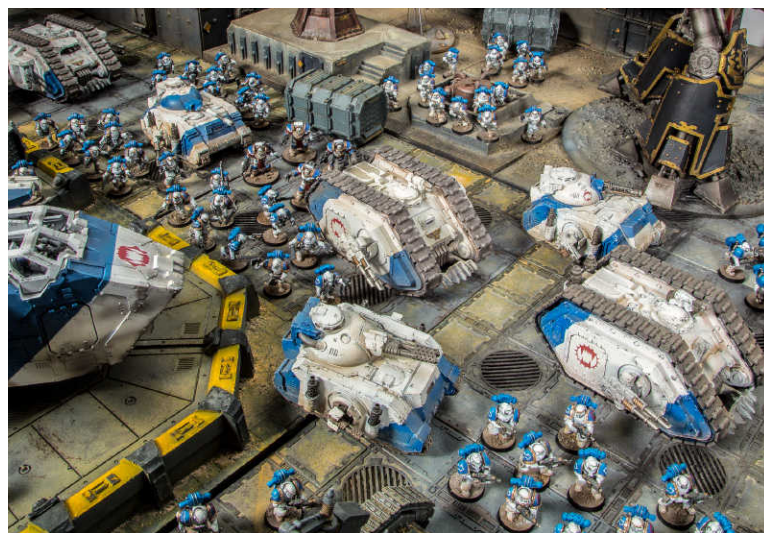
In Battleground, we showcase some of the finest gaming tables in the world. This month, White Dwarf investigates one of the magnificent Horus Heresy display boards built by the Forge World studio, on show at Warhammer World.

BOARD FACT

Eagle-eyed readers may find this display board strangely familiar, especially if they've been fortunate enough to attend WarhammerFest earlier this year.

The Assault on Muster Tredecimma is the latest in a long line of display boards the Forge World team have put together for numerous events like the Forge World Open Days and the Horus Heresy Weekenders. With the Assault on Muster Tredecimma now retired from the road, who knows what the Forge World team's next creation will be? You'll have to attend their next event to find out, and if you ask nicely, they may even drop a hint or two...

Tredecimma was the only city and primary World Eaters facility on the fief world of Bodt. From here, the XII Legion recruited the most brutal of the native gun clans to become Legion aspirants, and following the outbreak of the Horus Heresy, the World Eaters revised their recruitment processes, using dark sciences and forbidden technologies to rapidly bolster the Legion's numbers for the coming conflict at the cost of a truly staggering number of aspirant's lives.

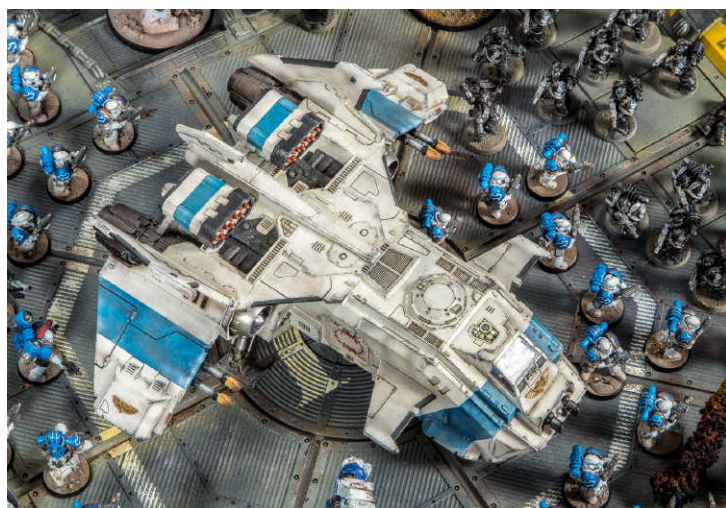


Warhammer World in Nottingham is not only home to one of the biggest gaming spaces in the world, but the Exhibition Centre as well. Containing thousands of models painted by the 'Eavy Metal and Army Painter teams, it also houses an ever-growing collection of stunning displays and dioramas. One of the most recent additions to the collection is the Assault on Muster Tredecimma, built by the artisans of the Forge World studio to display at events,

and now ensconced within the Warhammer World Exhibition. White Dwarf sat down with Blake Spence, one of the team behind it, to find out a bit more about the display.

"The idea we had for this board was a World Eaters staging base or marshalling site," says Blake. "The battle just developed from that, as the obvious choice for the attackers was the Shattered Legions, mostly made up of Iron Hands

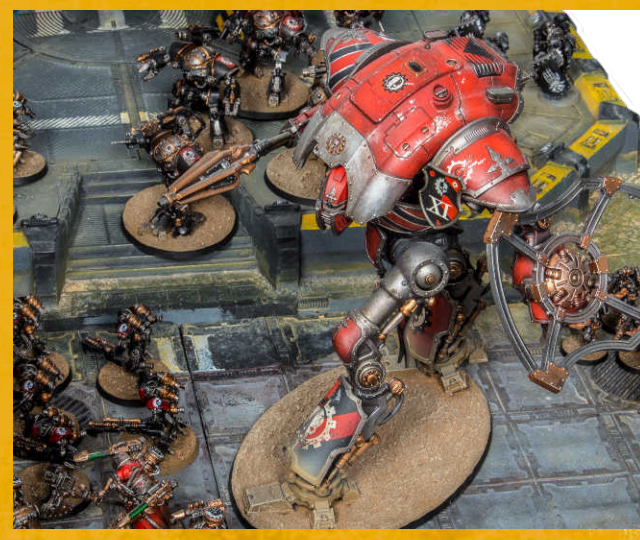
Muster Tredecimma takes place on the World Eaters recruitment world of Bodt. The XII Legion housed dark secrets on their fief-world during the tumultuous years of the Heresy, churning out a steady stream of fresh recruits using forbidden gene-secrets. It was the perfect target for the Shattered Legions under the command of the Iron Hand Autek Mor.



Caught completely unawares by the Iron Hands, the World Eaters command cadre in charge of the Tredecimma facility struggle to secure their air assets from Shattered Legion sabotage. Without air support, the World Eaters won't be able to stem the tide of Shattered Legion reinforcements.

BOARD FACT

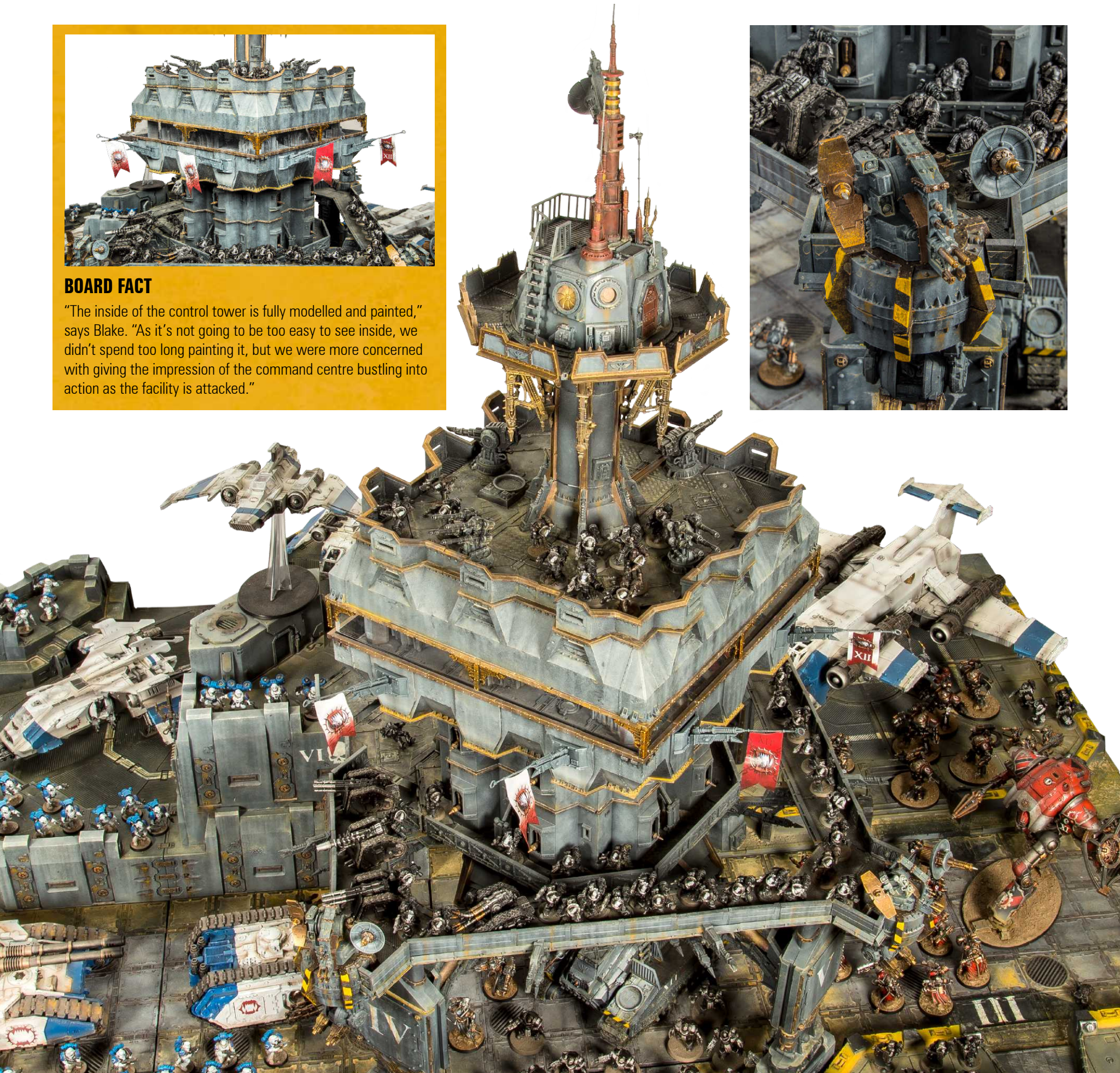
"We worked hard to make sure the display makes sense," says Blake. "I had an Imperial Knight on hand to make sure it could fit beneath the arches of the tower. Every board we make, we make sure models can fit through doors or across the board. If the door's too narrow or the ceiling's too low, people will notice, maybe just subconsciously, and it breaks the illusion and spoils the magic."





BOARD FACT

"The inside of the control tower is fully modelled and painted," says Blake. "As it's not going to be too easy to see inside, we didn't spend too long painting it, but we were more concerned with giving the impression of the command centre bustling into action as the facility is attacked."



Above: "The control tower is one of my favourite bits of the entire project," says Blake. "I wanted to build something to hang over the entire thing like a spider in its web, making it one of the major focal points of the board. The long legs allow units to move through it helping it blend into the terrain and interact with the miniatures, instead of just being a big block that gets in the way of the action and story."

with a few Mechanicum allies. They're disrupting and destroying what they can and fading away before the World Eaters can retaliate."

One thing Blake and his fellow Forge World modellers – Phil Stutcinkas, Stuart Williamson and Mark Bedford – sought to achieve with the Assault on Muster Tredecimma was to add plenty of height to the board, with the multi-layered levels of cranes and the looming control tower, in contrast to the open, flat landing pads they surround, which is where the majority of the conflict on the board takes place.

"People react well to the big tall things on the

display boards," says Blake. "As all of our models are 28mm scale, so when you see something at that scale from 30 feet away, it's got to be something big and impressive."

The big difference between the display boards built by the Warhammer World Studio for the Exhibition Centre and the displays built by the Forge World team is that the latter are also shown off around the world at open days, conventions and trade shows. However, the Forge World team are careful to not let technical concerns get in the way of their creativity. "We don't really think about it," says Blake. "If we ►



Left: Another of Blake's stand-out features on the board is the scratch-built cargo hauler, which is actually built from cast-offs and miscast kits.

"We hang on to a lot of test models and returned kits for projects like this," says Blake. "A lot of the kitbashes you'll see on our boards and displays are built from what we have sitting in our bitz box, it's just we have access to the best bitz box in the world! For example, the cargo hauler's crane supports are from the Kharybdis Assault Claw as the bits are just the right shape, and the ladders are from Cities of Death kits. Even the engine is taken from the back end of a Titan weapon."

Below: The Morragul Clan-Company of Autek Mor, supported by Cult Mechanicum allies, strike out against the World Eaters Legion command cadre. The perimeter of the facility is overrun by vengeful Loyalists before the ferocious XII Legion can vent the full fury of their ire on the black-clad interlopers.



BATTLEGROUND



Above: The cranes, originally from the Forge World Calth Dockyard display board, were in Blake's words "kitbashtastic".

"The two cranes use bits and parts from all across the Citadel and Forge World ranges, including some components that are now quite rare and difficult to get hold of," says Blake. "For example, the base of the crane and the part running atop the jib (main body) are both from the old Anphelion Base scenery kits. In fact, much of what we do is built from stuff we sell – there's only a few pieces on the entire board that were bespoke. The majority of the cranes are Cities of Death tiles and even a few parts from the Space Marine Drop Pod. It just shows what you can do with a bit of imagination."





► worried about packing stuff up carefully into boxes, and then into a van, we'd never have built the cranes," says Blake. "The control tower was, admittedly, built as a few particular parts, with an eye toward being hard-wearing, but we always carry a repair kit to events when the inevitable occurs, like the van hits a pothole on the way to a show."

The board was built from Forge World scenery tiles, with the majority of the new scenery based on the Mars Pattern Landing Pad, alongside the Castellum Stronghold, which forms part of the foundations of the control tower. Again, the team were careful to make use of as many existing parts as possible, to show off the breadth and depth of the existing kits.

"Building bespoke, one-off boards like this is really fun," says Blake, "but usually we'll spend a month or so building and paint the board, take it around to shows and events, and then it just gathers dust in storage somewhere. They're meant to be enjoyed, and I'm really pleased people can see it at the Warhammer World Exhibition Centre whenever they want at." ☠

EXHIBITION CENTRE

If this has whetted your appetite, this is just one of the displays at Warhammer World, from the Dropsite Massacre of Istvan V to the biggest Warhammer 40,000 display on Earth!



Left: One of the reasons for adding the cranes to the board, beyond the fact they're amazing bits of scenery, is that they really help tell the story of the board.

"The idea with a board like this is to tell a story," says Blake. "People can see how it's a cargo staging area – with the huge cranes grinding and squeaking as they haul crates around, with all the landing pads for bulk-lifters and cargo haulers. It helps create a bigger picture than two groups of guys fighting over some ruins and factories. What we've made is more of a diorama or display piece than a gaming table.









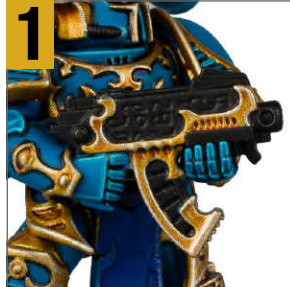


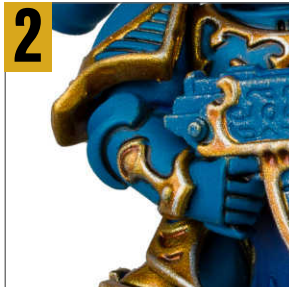
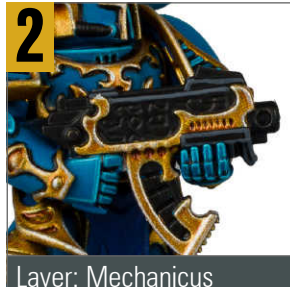
"That said, people do look at the boards we build and think they'd be a lot of fun to play on. With its wide flat areas, Assault on Muster Tredecimma might be."

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month we've got two very different stage-by-stage painting guides for you - one for the new Thousand Sons Rubric Marines and one for the Skavenblight Scramblers Blood Bowl team.

The Rubric Marines of the Thousand Sons are automatons, suits of power armour animated by the spirits of their former occupants and slaved to the will of the legion's sorcerers. During the Great Crusade the Thousand Sons wore red armour, but 10,000 years later most wear blue, a colour commonly associated with Tzeentch, the Changer of Ways.

The first stage when painting the Rubric Marine was to apply the basecoat. Like most power-armoured models, Rubric Marines are predominantly one colour. Unlike other Space Marines, however, their armour is covered in gold banding, which can make painting the blue armour a bit trickier. "Our solution is to paint the armour with a solid coat of Thousand Sons Blue," says Studio Army Painter Paul

| | | | | |
|--|---|--|---|--|
|  | CERAMITE ARMOUR 1  | MAGICAL GOLD TRIM  | CERAMITE ARMOUR 2  | BOLTER CASING  |
| |  Basecoat: Macragge Blue Citadel Spray Paint |  Basecoat: Retributor Gold S Base |  Wash: Nuln Oil (recesses) M Shade |  Basecoat: Abaddon Black S Base |
| |  Layer: Thousand Sons Blue L Base |  Wash: Reikland Fleshshade Gloss M Shade |  Layer: Thousand Sons Blue M Layer |  Layer: Mechanicus Standard Grey S Layer |

The finished Rubric Marine stands ready to fight for the Crimson King. The army painters chose to paint the bases of the Studio Thousand Sons army a dusty yellow with sparse patches of Mordheim Turf, which complement the turquoise armour without overpowering it.

HOW TO USE THIS GUIDE



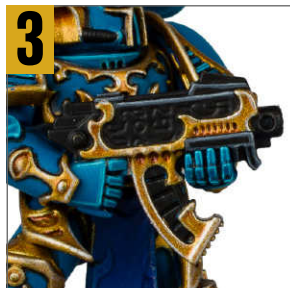


These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

Photograph:
These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint:
The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush:
We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it easy to identify the right one.

| | | |
|--|--|--|
|  Drybrush: Auric Armour S Dry |  Layer: Ahriman Blue S Layer |  Layer: Administratum Grey XS Artificer Layer |
|  Drybrush: Necron Compound S Dry |  Layer: Baharroth Blue XS Artificer Layer | |

Norton, “then work on the gold banding before going back to the blue armour. That’s why the blue armour stages are split in two. You can apply an all-over layer of Thousand Sons Blue to the armour without worrying about getting any on the gold, then paint the gold trim, then neatly finish off the blue. You’ll notice that the last gold layers involve drybrushing – just make sure your brush is really dry when you apply those colours, otherwise you’ll end up with flecks of paint all over the blue panels. A really light drybrush shouldn’t leave you with too much to tidy up.”

Aside from the two new blue paints, Paul also used several other new paints on the Rubric Marines, including Reikland Fleshshade Gloss on the gold and Waystone Green on the eyes and runes. “The Reikland Gloss gives the gold

**TOP TIP:
USING SHADES**

There are two main ways to apply a Shade to part of a model – an all-over wash or a recess wash. An all-over wash changes the tone of the colour it’s applied over, while also shading the recesses. On this Rubric Marine, the gold and silver have all-over washes to enhance the colour. The armour, however, has a recess wash applied. A recess wash is applied more neatly, preserving the colour it’s being painted over while emphasising the shadows.

a much shinier, richer finish,” says Paul, “which fits the opulent feel of Tzeentch’s servants. It also makes the gold a lot warmer in tone compared to the cold blue armour next to it. The gemstone paints are perfect for sorcerous effects as they give off a translucent glow. I basecoated the Rubric Marine’s eyes, runes and gemstones Ulthuan Grey to establish a solid layer of colour then just glazed them with Waystone Green – the paint does the rest of the work for you! Turning the model in your hand, you can see how the paint seems to shimmer – it’s a great effect for the Thousand Sons.”

The last stage of the model was the tabard. “You only need to wash Drakenhof Nightshade into the recesses of the tabard,” says Paul, “otherwise it will overpower the basecoat. Less is more here.”

**BOLTGUN
DETAILS**



**YELLOW
PANELS**



**SILK
TABARD**



**SOULLESS
EYES**



Basecoat: Leadbelcher
S Base



Basecoat: Averland Sunset
M Layer



Basecoat: Celestra Grey
M Base



Basecoat: Ulthuan Grey
M Layer



Wash: Nuln Oil Gloss
M Shade



Layer: Yriel Yellow
S Layer



Wash: Drakenhof Nightshade
M Shade



Glaze: Waystone Green
M Glaze



Layer: Stormhost Silver
S Layer



Layer: Pallid Wych Flesh
XS Artificer Layer



Layer: Ulthuan Grey
M Layer



Layer: White Scar
S Layer

APPLYING TRANSFERS TO YOUR MODELS

Transfers are a great way to add tiny details such as Chapter symbols and icons of Chaos to your models without having to paint them on by hand.

When applying transfers to your models, you need to make sure the surface you’re applying them to is smooth, otherwise the transfer will not sit flat. The easiest way to do this is to paint a layer of ‘Ardcoat over the area where you want to apply the transfer (1). Once it’s dry, the area should be ready to work over.



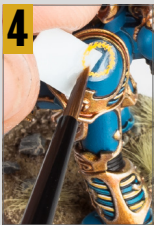
The second step is to cut out your transfer from the backing card it’s attached to (2). We suggest cutting as close to the transfer as you can with a craft knife. Try to avoid using scissors as they can bend the backing card and damage the transfers.



With the transfer cut out, place it face up on a damp cloth or a wet piece of kitchen paper (3). The backing card will gradually soak up the water from the paper and loosen the transfer. This should take around 1 to 2 minutes.



Carefully pick up the transfer by the backing paper and use a wet M Layer brush to gently manoeuvre it into place on the model (4). If the transfer starts to dry out while you’re getting it into place, use a tiny dab of water to help move it around.



Once the transfer is dry, paint the whole area (in this case the blue shoulder pad) with a layer of Lahmian Medium to take away the shine of the ‘Ardcoat and to seal the transfer to the model (5).



MODELLING AND PAINTING

THE SKAVENBLIGHT SCRAMBLERS

The Blood Bowl boxed game includes stage-by-stage painting guides for both the Gouged Eye and the Reikland Reavers – the two teams in the box. Of course, we didn't want the Skavenblight Scramblers to feel left out so we borrowed Army Painter (and aspiring Blood Bowl Star

Player) James Gallagher to create an exclusive painting guide for White Dwarf. "The Skavenblight Scramblers wear a predominantly dark colour scheme with two bright spot colours – red and green," says James. "I used a Chaos Black undercoat for the model and focused on

TOP TIP: PAINTING FROM THE INSIDE OUT

When painting this Skaven Lineman, James painted the deepest areas of the model first (such as the fur) followed by the model's clothing, then finally its armour. It's a method known as inside-out painting. "The logic of this painting method is that it's much easier to paint small, recessed details first, rather than trying to fit your paintbrush around raised details that you've already painted," explains James. "It does require being a bit neater with your painting – you can't drybrush some of the raised areas as easily, for example – but it does mean you should have less tidying up to do afterwards."

For more painting advice, check out our Warhammer TV YouTube channel, which features loads of state-by-stage painting tutorials. You can find the URL and more information [here](#).

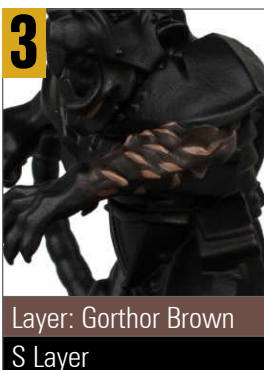
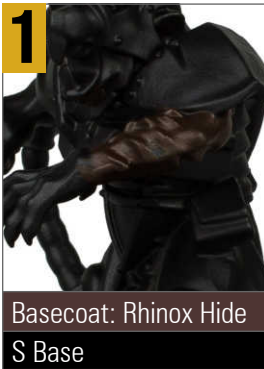
FILTHY BLACK CLOTH



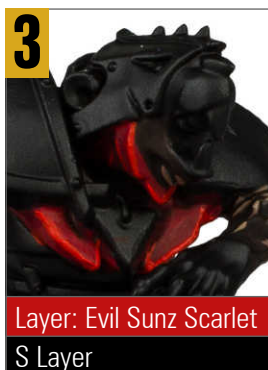
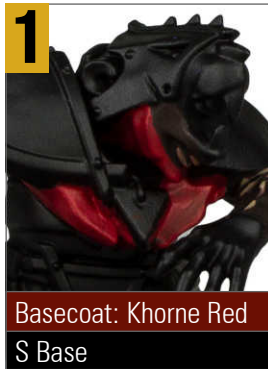
SCAVENGED METAL



MANGY FUR



DYED RED SACKCLOTH

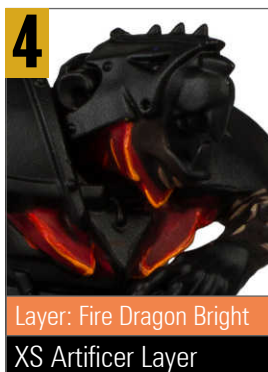
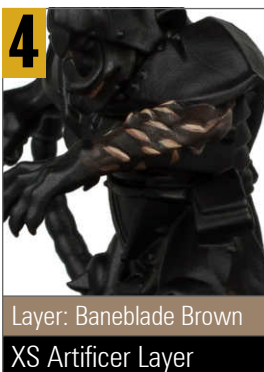


RATMAN SKIN



THE FINISHED MODEL

Touchdown! The first of the Skavenblight Scramblers is painted ready for the new season. James finished the model by applying sand to the base and adding patches of Middenland Tufts. "When applying sand to the base, make sure you don't accidentally fill in the hole where the ball can be plugged in," says James. "After putting the sand or Texture Paint on, just give the hole a quick clean with your brush to make sure there's no sand inside it, otherwise you won't be able to plug the ball in! Once I'd finished painting, I noticed that the texture on the base means the ball doesn't sit quite flat, so I disguised any gaps with more grass tufts."



painting the darker areas, such as the scavenged metal, the fur and black cloth first before working up to the red and green. The secret to the bright green is getting a smooth basecoat of Deathworld Forest on first. Water the

paint down slightly and apply a couple of thin coats, rather than one thick one. That will make applying the solid layer of Moot Green much easier.” 🦴

TEAM COLOURS



1

Basecoat: Deathworld Forest
S Base

2

Layer: Moot Green
M Layer

3

Wash: Biel-Tan Green
M Shade

4

Layer: Moot Green
M Layer

5

Layer: Yriel Yellow
S Layer

LEATHER STRAPS



1

Basecoat: Mournfang Brown
S Base

2

Wash: Agrax Earthshade
M Shade

3

Layer: Skrag Brown
S Layer

4

Layer: Deathclaw Brown
XS Artificer Layer

ROTTEN TEETH



1

Basecoat: Zandri Dust
M Layer

2

Wash: Agrax Earthshade
M Glaze

3

Layer: Ushabti Bone
S Layer

4

Layer: White Scar
XS Artificer Layer

EYES AND CLAWS



1

Basecoat: Mephiston Red
S Layer

2

Layer: Fire Dragon Bright
S Layer

3

Basecoat: Abaddon Black
S Layer

4

Layer: Dawnstone
XS Artificer Layer

5

Layer: Screaming Skull
XS Artificer Layer

GREAT BALLS OF WARPSTONE!

The Skaven are known for their love of warpstone, so what better material to make their ball from. Maybe it will inspire the more reluctant ball-handlers in the team to actually catch it for a change. There are six balls in the Skaven box, in three designs. Two are brass censers with a plume of smoke billowing from the top while the other four are irregular warpstone chunks with brass banding.



BRASS BANDING



1

Basecoat: Warplack Bronze
S Base

2

Layer: Brass Scorpion
M Layer

3

Wash: Agrax Earthshade
M Shade

4

Drybrush: Sycorax Bronze
M Dry

5

Drybrush: Necron Compound
M Dry

WARPSTONE



1

Basecoat: Caliban Green
S Base

2

Wash: Nuln Oil
M Shade

3

Layer: Warpstone Glow
S Layer

4

Layer: Moot Green
XS Artificer Layer

5

Layer: White Scar
XS Artificer Layer

BASING MASTERCLASS

After last month's double whammy of Sprues and Glue and Paint Splatter brought you the absolute essentials of basing, this month we take it to the next level with this masterclass full of ideas on how to give your miniature masterpieces the bases they deserve.

The number of basing options available is now greater than ever. There are Texture paints (several of them produce remarkable effects like cracked earth), Shattered Dominion and Sector Imperialis basing sets and sculpted bases (as well as basing elements found on many of the models themselves), hero bases, grass tufts and more, not to mention good old-fashioned sand, pebbles and flock. What these all have in common is, collectively, making it very simple to achieve stunning results – bases really need not be the poor relations of a great paint job. Last month we took a look at using basing sets in Sprues and Glue, and the new range of Texture paints in Paint Splatter. (Check out www.black-library.com/white-dwarf/downloads for some more past basing articles, too.)

FLYING STANDS

Both the Sector Imperialis and Shattered Dominion bases have small holes in their undersides to make it easy to fit flying bases to them. Simply pop the hole all the way through to the top surface and then attach the stem of a flying stand – ideal if you want to base your flying creatures to match the rest of your army.



A BASING CHALLENGE

The models and bases you can see here were painted by the same people who make the amazing range of Citadel paints, brushes, tools, scenery and more. When they heard we wanted to produce a basing masterclass, they jumped at the opportunity and set themselves the challenge of each coming up with a different basing idea, showing off some of the different options possible with the range. Why not try out some of your own ideas and send us photos of your best?

You can get great results from any and all of these. What the sheer cornucopia of options now available means, though, is that there really is no limit to what you can do. Combining options, novel application of a few familiar techniques and a little experimentation will allow you to produce bases reflecting anything from an ash waste run through with tank tracks to a frozen death world or the steps of a ruined temple streaming with blood. The principles are simple, but the possibilities are endless so, to show you just some of what you can do, we present this basing masterclass, bringing together some great ideas – many very straightforward, a few a little more challenging – to inspire you, and a few tips on how to do it yourself. As ever, our advice is to pick out your own favourite parts, combine them and experiment to make them your own. So, without further ado, our basing masterclass.

GARGOYLE

James Littler painted the base with a drybrush of Stegadon Scale Green and Thunderhawk Blue. The metals were Skullcrusher Brass and Leadbelcher, washed with Nuln Oil and Agrax Earthshade, respectively.

The safest and neatest way to do this is to drill the hole out from underneath (1). This allows you to see where the hole will be located on the top of the base (2). Once you've done this, work the tip of one prong of your fine detail cutters into the hole and turn them (3) until you've bored the hole out sufficiently to fit a flying stem in (4).



HERO BASES AND TECHNICAL PAINTS

Hero bases turn your centrepiece models into virtual dioramas. In many ways, these bases straddle the line between bases and models in their own right, which only makes it all the more important that the base doesn't overshadow the miniature. It's often a good idea to keep the base fairly muted, and just bring out a few details to emphasise the spirit of the character mounted on it. Complementary, rather than contrasting or identical colours are the best choice.

Aim to use the base to create a narrative for the miniature. Try to carry some small elements across both base and model without simply repeating colours or otherwise causing the model to blend into the base too much. The special effects possible with several of the Citadel Technical paints can be ideally suited to this as you can see from the examples below, where the bases evoke the realms inhabited by the models.

1



2



3



All three of the bases you can see here are from the Warhammer 40,000 or Warhammer Age of Sigmar Hero Bases sets.

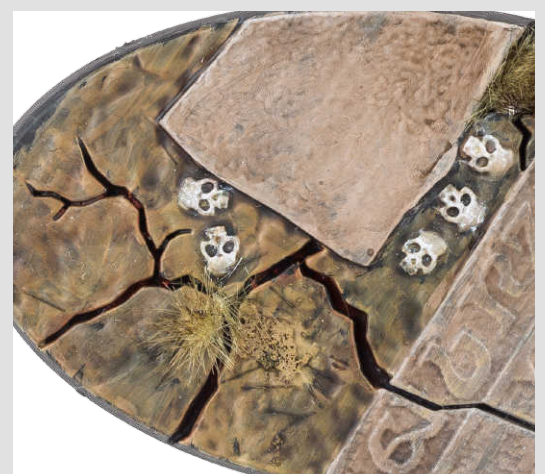
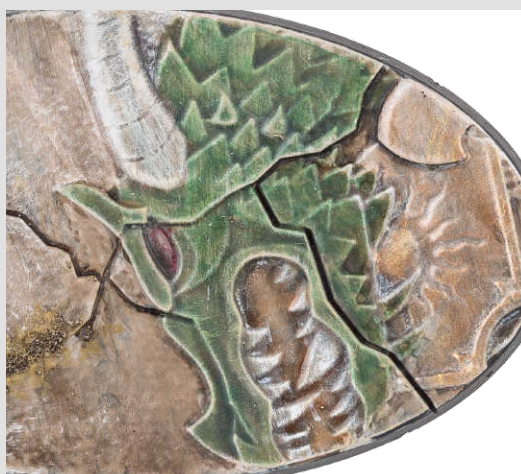
Ray Dranfield mounted this Blood Warrior of Khorne on the skull totem and steps base (1). The gore on the steps, painted using Blood for the Blood God, connects the base to the Blood Warrior atop it without having to repeat or overwhelm the model's red colour scheme, as does the brass skull – a powerful symbol of Khorne – while remaining more muted than the metal of the Blood Warrior's armour.

Dave Andrews mounted this Blood Warrior of Khorne (2) on broken spurs, hinting that the vicious Chaos champion is stalking fresh prey amongst the ruins of a once-mighty civilisation. Dave used a heavy drybrush of Mourndfang Brown, a normal drybrush of Trollslayer Orange, followed by a much lighter drybrush of Leadbelcher, to suggest mechanisms of great age and antiquity gone to ruin, with a wash of Nuln Oil to darken the metal, in sharp contrast with the gleaming brass and rich crimson of the Blood Warrior of Khorne. The gleaming gemstone at the base of one of the rusted metal shards suggests an arcane function, and its lustre is in stark contrast to the decrepitude and weed-ridden remains it's ensconced within. Dave painted the gem with Kabalite Green, Sybarite Green and Caliban Green.

Glenn More has mounted Chaplain Cassius (3) on a cracked pipe from some shattered urban landscape. A little Nurgle's Rot painted into the open end of the pipe adds to the narrative of the model. Cassius is not in friendly territory.

SHATTERED DOMINION AND SECTOR IMPERIALIS BASES

Combining basing techniques allows you to incorporate different textures and colours on your bases. Our plastic Sector Imperialis and Shattered Dominion bases feature a lot of details, which themselves provide different textures. It doesn't take much to bring these out – painting them in different colours is more than enough – so there's no need to overdo it. A small amount of Texture paint or the odd grass tuft, as used here, goes a long way.



MODELLING AND PAINTING

To represent the blighted, toxic environments of many industrial Imperial worlds, James Littler mounted this Space Marine (1) on a base that is a mix of Astrogranite and patches of Stirland Battlemire, which was subsequently tied together with drybrushes of Karak Stone and Screaming Skull. The mix of brown and grey provides a suitably subdued backdrop to the bright blues and sharp highlights of the Ultramarine.

James chose to mount his Khorne Blood Warrior (2) on a base that would look like it could fit in on any of the battle-wracked landscapes of the Mortal Realms. He started with a coat of Agrellan Badland, adding a few patches of Astrogranite to add a variety of textures to the base. Afterwards, he applied two washes of Nuln Oil, making sure the previous wash had dried before he added the next. James then drybrushed the entire base with Karak Stone, and finally with Screaming Skull, the dark washes and subdued drybrushing tying it all together.

For the first base for his Stormcast Eternals (1), James Littler started with a basecoat of Dryad Bark, before adding a little Stirland Battlemire to the upper surfaces. Next, he gave the base a wash of Agrax Earthshade, before drybrushing the scrap of architecture Thunderhawk Blue, breaking up the block of colour. Then, James drybrushed the rest of the base Elysian Green, before giving the whole base a drybrush of Screaming Skull. As a final touch, he added a little Nurgle's Rot in the recesses, hinting at the Chaotic influence the Hallowed Knight might have been sent to battle.

For the second base (2), James chose a scheme that brings to mind the badlands of Ghur or the scorched firelands of Aqshy, and started with a Zandri Dust basecoat, before adding some Agrellan Earth to the upper surfaces. Next, he gave the entire base a wash of Fuegan Orange, and after the wash had dried, added a little Agrax Earthshade to the bigger cracks and recesses. To finish, James added a light drybrush of Screaming Skull.

TEXTURE PAINTS

Texture paints fall into two groups – those, like Armageddon Dust, full of coarse, sandy material ideal for drybrushing, and those, like Martian Ironearth and Agrellan Badland, which crack like baked ground once dry. Texture paints of both types are available in pairs that provide 'thick' and 'thin' alternatives, with the thicker formulations being recent additions to the range that enable a few interesting new techniques. These can, like the other Texture paints, be

1



2



COMBINING SCULPTED BASES AND TEXTURE PAINT

Individual basing options – like sculpted plastic bases and Texture paints – by themselves provide a huge variety of possible basing effects, but more than that you can easily combine them! Many of the Shattered Dominion bases include details like cracked rock or stone slabs. The upper surface of these is often smooth, and using a Texture paint like Stirland Battlemire will allow you to change that texture and make it more reminiscent of coarse, sharp rock like

granite. Using one of the 'cracking' Texture paints like Agrellan Earth will produce further small cracks, emphasising the original design of the base. You don't have to cover the whole base and can leave other sculpted details untouched, or incorporate further elements like tufts of grass or skulls from the basing kits. Both kinds of Texture paint can be shaded or painted over completely, so you can match them to whichever colours you want to use for your overall basing scheme.

1



2



SNOW

Valhallan Blizzard is perhaps the most versatile of the Texture paints, since it can be combined with almost any other basing options or techniques to add a snow effect. (It's hard to imagine snow falling on the cracked, dry ground represented by the likes of Martian Ironearth, but that's not to say it's impossible!)

Valhallan Blizzard can be used as a basing material on its own, though a base completely covered in snow is likely to be quite dominating – the white will be very stark and bright against the model, and may overwhelm it. Where Valhallan Blizzard really excels is in allowing you to add another colour, texture and detail to your basing scheme. You can put it on top of anything, from other Texture paints and Middenland Tufts to Shattered Dominion or Sector Imperialis bases, all the way through to diorama-like hero bases, as you can see here, on this Space Wolves Rune Priest on hero base by Dave Cross. However you use it, make sure you've completely finished the base and that all the Texture paint and other basing materials you've used are completely dry before applying the snow. It's usually best to stick your model to its base first, too, so any snow can pile up against its feet.



ADDING SNOW

Valhallan Blizzard is straightforward to use, but the finished effect will benefit from giving some thought to what you're trying to achieve and following a few simple principles.

Think about which direction the snow would be coming from and build it up in little drifts against any features on the base, including the model's feet, for a more realistic effect. If you're combining Valhallan Blizzard with grass tufts, apply it to the top of the tufts first, where the snow would gather.

You can even experiment with building up snow on other surfaces, too. In this example you can see the snow on the edges of the pipes and the platform on which the Rune Priest stands. Snow would be unlikely to settle too long on such surfaces, so the effect created here is one of falling snow.

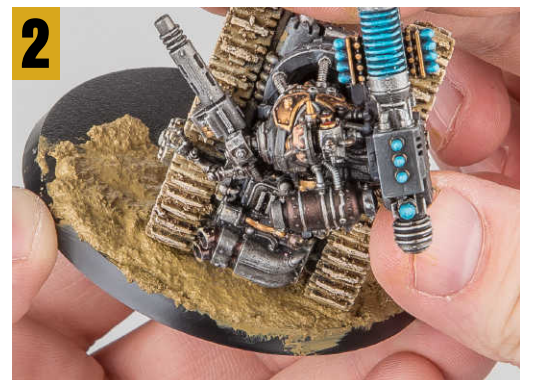
TRACK MARKS & FOOTPRINTS

Texture paints are thick enough that you can create indentations, such as tank tracks or footprints. Pile up a good thick layer of Texture paint (1). Armageddon Dunes, Astrogranite Debris or Stirland Battlemire are ideal. While the paint is still wet, take your chosen miniature and press its tracks into the texture

FOOTPRINTS

You can make footprints in much the same way as tank tracks, which is especially effective for walkers and large monsters stomping over muddy ground!

(2). Press slowly and firmly but don't leave it in too long or the paint will adhere and pull off. Leave to dry completely and then apply a wash (3). A drybrush will further bring out the impressions (4), as will a wash applied into the track marks. A little of the same Texture paint, wash and drybrush on the tracks themselves will complete the effect.



MODELLING AND PAINTING



IMPERIAL KNIGHT

You're not limited to using basing bits from the Sector Imperialis and Shattered Dominion basing kits – you can use any bits that take your fancy! Tom Hibberd based his Imperial Knight using pieces from the Munitorum Armoured Containers. After he glued the parts on, Tom built the base up with Astrogranite Debris, then Astrogranite, adding some around the Knight's feet to simulate it sinking slightly. Next, Tom washed the crates and barrels with Typhus Corrosion, before giving them a drybrush of Mephiston Red (barrels) and Caliban Green (crate). Then, Tom washed both Agrax Earthshade, before adding another controlled wash of Typhus Corrosion. To finish, Tom drybrushed the entire base Longbeard Grey, with a little Ryza Rust to simulate rust.



WARLORDS AND CHAMPIONS

A few months ago, White Dwarf set the Studio's Army Painting Team a simple enough painting challenge: pick a character, then paint it before the deadline. Here are the results, and we think you'll agree they're nothing short of stunning!

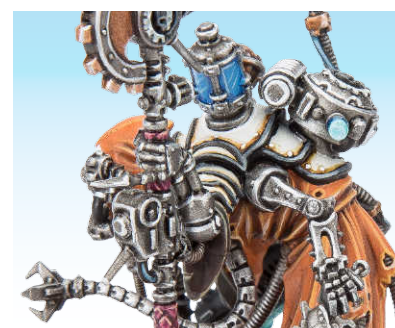
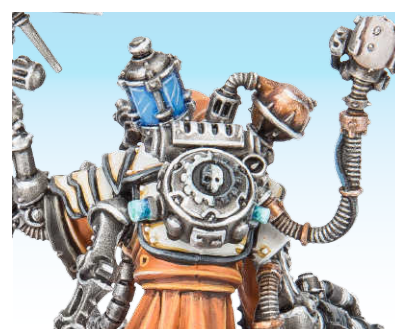
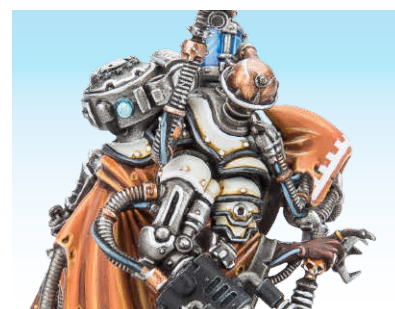
TECH-PRIEST DOMINUS

Chris Bilewicz opted to paint up the Tech-Priest Dominus as an addition to his magnificent Armies on Parade entry (which you can see in October's White Dwarf). Like with the rest of the army, Chris has gone for the Ryza colour scheme, as found in the Legions of the Omnissiah and Crusaders of the Machine God painting guides.

"I wanted to avoid leaving too much bare metal," says Chris, "as there's just so much fantastic fine detail on the Tech-Priest Dominus, it'd feel like a waste not to paint it all."

Chris's favourite part of the miniature were the Dominus's robes. He spent more time painting them than any other part of the model. The only fly in the ointment was the finishing

touch, the cog transfer atop the robes' hood. Ever the perfectionist, Chris wrestled with that tiny strip for quite some time, getting it in just the right place.



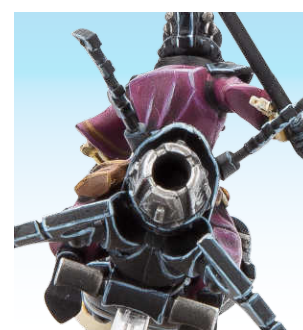
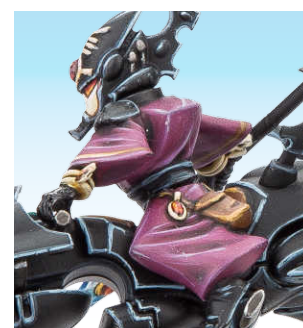
ELDAR FARSEER SKYRUNNER

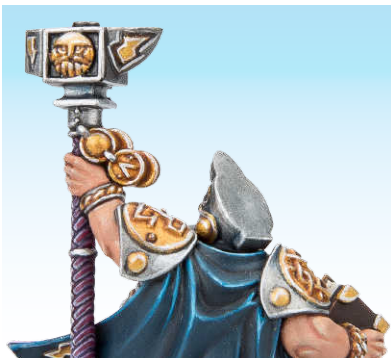
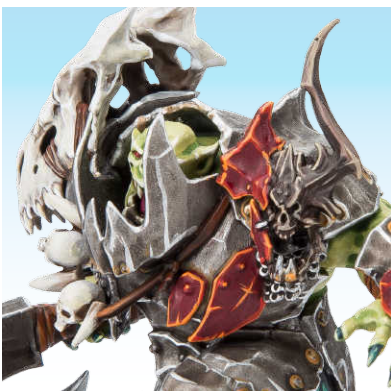
"I saw this challenge as a chance to practice a lot of techniques, in particular edge highlighting" says Chris Best, "so I chose a model with plenty of different types of surface and texture. Black's also the most difficult colour to highlight, which is why I decided to painting the model in the Ulthwé colour scheme."

However, Chris's choice of model was not entirely down to technical practice and painting theory, as Chris tells us his decision to paint up an Eldar Farseer Skyrunner for the challenge was a nod to his very first Eldar army, too.

With the curved sweep of the fins, the concave bulge of the jetbike's surface and the flow of the Farseer's robes, the miniature gave Chris plenty of textures to experiment with.

To add even more of a sense of movement to the model, Chris carefully angled the flying stand coming out of the base, giving it a slight kink, as if the rider is jinking in mid-air.





ORRUK WARCHANTER

Tom Moore is a huge fan of the Orruk Warchanter. "It's the pose, and the way the face is framed by all the horns and spikes," says Tom. "It's great." Tom opted for the reverse of the 'Eavy Metal scheme, keeping the freehand flames, but choosing to have yellow flames on a black background, instead of black flames on a yellow background. Reversing an existing colour scheme like this is a great starting point for creating new colour schemes for your own miniatures.

Tom found quite a clever way of painting the black armour on the Warchanter. "Instead of using normal edge highlights, I opted to use chipping to define the edges of the armour

plates. I started with picking out chips in Leadbelcher, then Stormhost Silver on the extremes. To finish up, I worked in a little Mournfang Brown to add dirt and rust."

ORRUK MEGABOSS

James Gallagher's choice was apparently an easy one to make, as he just went for his absolute favourite character model in the Warhammer Age of Sigmar range – the Orruk Megaboss. "I went for a colour scheme from the Ironjawz battletome that was quite simple, with a few colours to draw the eye and break up the metal, like the red and, of course, the huge skull trophy."



"The battered metal effect was really simple to achieve," says James. "Start with a Leadbelcher basecoat, then add a wash of Nuln Oil. When it's dry, add a wash

of Agrax Earthshade. Add rough highlights of Rune Fang Steel. The rough and ready highlights actually help make it look battered and beaten."

DWARF RUNELORD

Nat Slinn has painted a lot of heavily armoured models, but she'd had never turned her hand to a duardin (or Dwarf) before, and saw the challenge as a chance to rectify this oversight with the Runelord. "I really like the model because of the pose," says Nat. "It helps show off the variety of textures the model has, from the cool metals to the warm cloths, which are a joy to paint."



Nat made cunning use of the gem paints (from the Citadel Technical range) to achieve a clean and shiny finish on the Runelord's gromril armour. "I worked a careful wash of

watered-down Soulstone Blue into the recesses of the armour, before finishing it with a highlight of Stormhost Silver," she says.

PARADE GROUND

SLAUGHTERPRIEST OF KHORNE

Undertaking a mighty labour of hobby, James Littler painted not one, not two, but five Chaos champions for the painting challenge.

Of the five, James's favourite is the Slaughterpriest of Khorne. James was especially fond of the composition and pose of the Slaughterpriest, which give the model a sense of barely-restrained rage and power.

"The more natural-looking skin tone was easy to achieve," says James. "I found the initial basecoat quite pale, so I worked a little thinned Pink Horror into

the skin's recesses, giving it a more ruddy, fleshy tone. It makes the Slaughterpriest seem more vital, and not as inhuman and strange as his fellow champions."

NURGLE LORD OF PLAGUES

In marked contrast to the Slaughterpriest of Khorne, James painted the Lord of Plagues in lurid and unhealthy tones to set the pair apart as followers of separate gods. Despite walking different paths to glory, there's an eerie semblance between the two champions, with the curving horns, the armoured legs and bare torso, and the huge two-handed axes.

"I used a combination of Glazes and Shades for the boils, pustules and rot," says James. "I washed them with Casandora Yellow and Lamenters Yellow, before

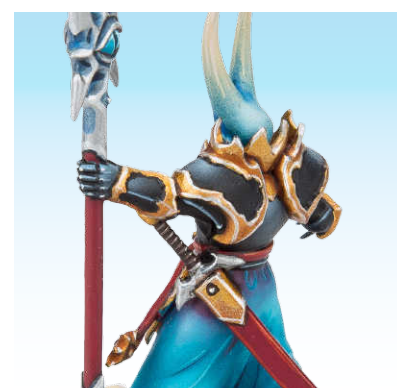
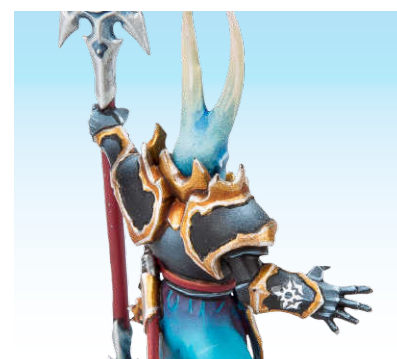
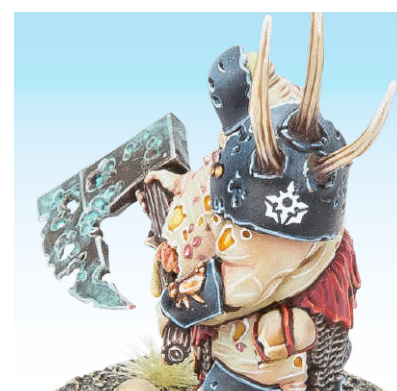
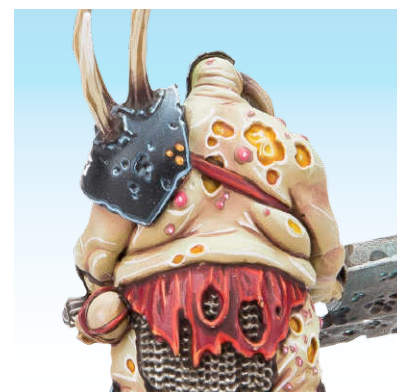
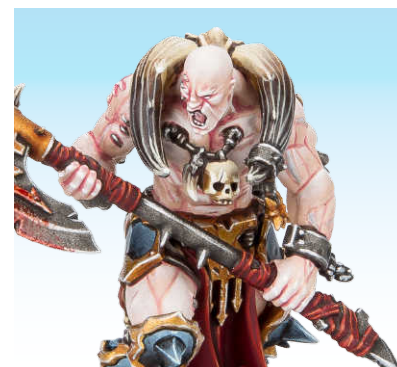
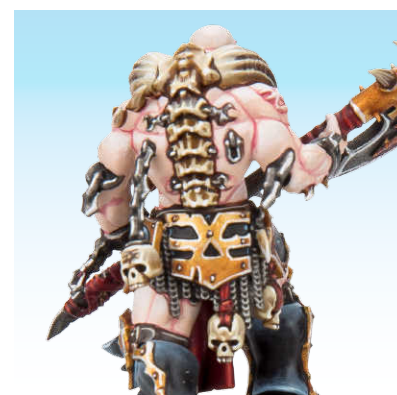
adding a little Carroburg Crimson to the recesses in the case of the open sores, and more liberally over the pustules and the organs spilling out of the gut."

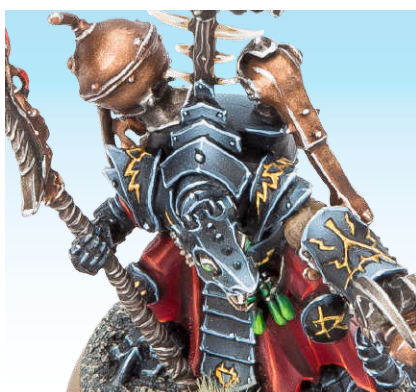
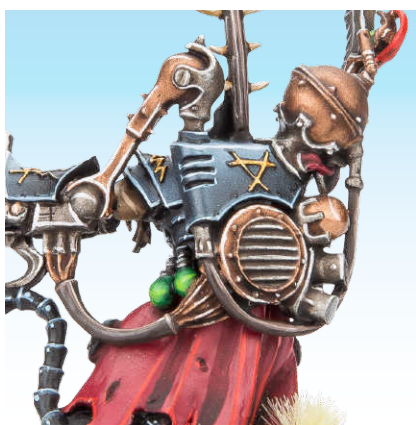
CHAOS SORCERER LORD

James was careful to add a couple of unifying colours to the models, from the red as a spot colour on loincloths and weapon grips, to the gold-detailed black armour which each and every champion wears. Take the Chaos Sorcerer Lord for example, whose ebony plate is festooned with rich gold, much like the Khorne Slaughterpriest, and even the Nurgle Lord of Plagues.

James made a deliberate choice to match the colour of his Sorcerer Lord's skin to the wizard's robes. "The idea I had when painting it was that he is slowly

becoming one with his weapons and armour, and it's not really clear where the wargear stops and the champion begins. It gets the idea across very clearly."





LORD OF SLAANESH

"I was drawn to the Lord of Slaanesh on Daemonic Mount as it serves as a great ironic counterpart to a knightly figure," says James. "It has all the right elements of a noble hero, such as the regal rider, the high crest and the back banner, but as seen through the twisted lens of the Dark Gods of Chaos."

On top of the black armour and spot colours of gold and red, James also made use of a few other colours on the Lord of Slaanesh to help tie it and the other models together. The most striking example are the flasks on the Lord of Slaanesh's belt, which echo the vials and bottles on the Skaven Arch-warlock. Similarly, the shining silver blade of the Lord of Slaanesh's halberd matches the staff top of the Sorcerer Lord.

As is fitting for a champion of Slaanesh, James added plenty of intricate freehand to its flowing robes, even working in a mark of the Everchosen by the Lord's left boot.

James made extensive use of careful brushwork on the Lord of Slaanesh, from the freehand designs on the Lord's robes to the mottled effect down the spine of the Daemonic Mount.

"The truth is, the freehand is quite simple," says James. "Just run the tip of your brush in swirling patterns. As they're not straight lines, you can hide any mistakes."

SKAVEN ARCH-WARLOCK

The final model of the five is a champion of the latest Chaos God to ascend to the pantheon – the Horned Rat.

The Arch-Warlock is in many ways the exemplar of the group, tying the soft highlights, green vials, red cloth and worn metal into a single model, whilst still remaining apart from the rest – he does not bear the Everchosen's mark.

"I chose the Arch-Warlock over other Skaven heroes like the Grey Seer, Warlord or Plague Priest as those three feel more like they'd be part of far

larger armies. The Arch-Warlock feels more like he'd be a champion functioning by himself, on a dark and terrible quest for power and glory," says James.

READERS' MODELS

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



Send your photos to:

TEAM@WHITEDWARF.CO.UK

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

Blood Angels Devastator
by Phil Chang



Ulrik the Slayer
by Myles David



Fyreslayer Doomseeker
by Chris Mason



Tau Pathfinders of Vior'la Sept
by Nikolai Fabricius



Dark Angels Interrogator-Chaplain
by Michael Boonk



Stormcast Eternals Knight-Questor
by Amy Snuggs



Stormcast Eternals Knight-Heraldor
by Amy Snuggs



Stormcast Eternals Lord-Celestant on Dracoth
by Amy Snuggs



Stormcast Eternals Knight-Vexillor
by Amy Snuggs



Stormcast Eternals Lord-Celestant on Stardrake
by Amy Snuggs



READERS' MODELS

Space Wolves Venerable Dreadnought
by Sam Edmondson



Blood Angels Chaplain
by Jonathan Banaitis



Saim-Hann Wraithfighter
by Tomasz Przewiezlikowski



Khorne Bloodbound Bloodreaver Hornblower
by John Margiotta



Khorne Bloodbound Bloodreaver Champion
by John Margiotta



Saint Celestine Conversion
by Christophe Duchesne



Space Wolves Lone Wolf
by Sam Edmondson



READER'S MODEL OF THE MONTH



Waaagh! Get in, ladz. Dis munf's Reader's Model is an Orruk Warchanter painted by Dean Lecoq. "I followed the old 'Eavy Metal Masterclass book very closely," says Dean. "Specifically the Ork Warboss tutorial by Darren Latham because I really like the way he painted the yellow armour and green skin." Dean painted the yellow armour Balor Brown, followed by a 50/50 mix of Averland Sunset and Yriel Yellow, which he then shaded with Doombull brown and highlighted by adding White Scar to the yellow mix.

OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Reader's 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 miniatures.

Firstly, always use a plain white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, they also help reflect light back at your camera (unlike a black background which absorbs it), making your shot brighter.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen.

Last, send us the highest resolution pictures you can. You don't even need to edit, clip or crop them. Good luck!

THE WHITE DWARF GUIDE

Every issue of White Dwarf is packed with hobby goodness. If you're new to the Games Workshop hobby, returning after a break or just beginning to delve deeper you'll see much that may be unfamiliar, but don't worry. Here are some essential sources for further information and advice.



GAMES WORKSHOP

Games Workshop produces a huge variety of games, miniatures, books, painting and modelling products and more under a number of different banners. Here's a quick guide.

CITADEL MINIATURES

For more than 30 years Citadel has been producing the finest fantasy and science fiction miniatures in the world. The range is available in Games Workshop and Warhammer stores and many independent stockists and online. The Citadel range also includes all the paints, tools and glue you might need, and scenery to fight over.

www.games-workshop.com

FORGE WORLD

Forge World produce larger kits and highly-detailed resin models for collectors and gamers. A large part of the Forge World range focuses on the popular Horus Heresy setting.

www.forge-world.co.uk

BLACK LIBRARY

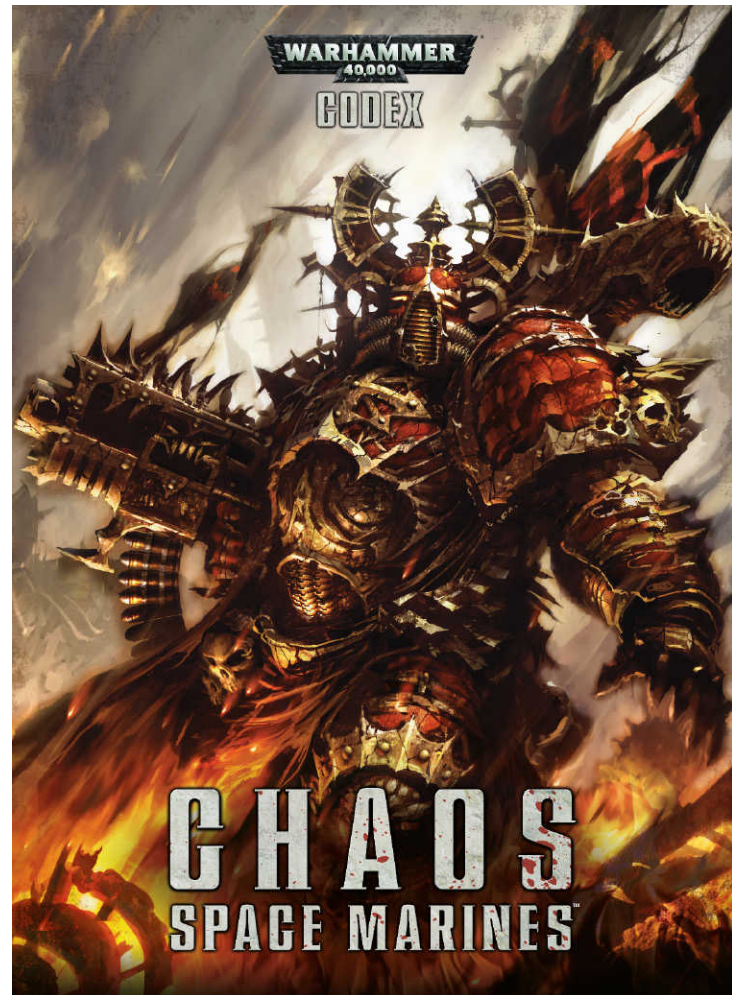
Black Library publish novels, short stories, novellas and audiobooks and audio dramas set in the worlds of Warhammer. Many titles are also available digitally.

www.blacklibrary.com

HERETICS & TRAITORS

With the ruinous powers laying waste to the Fenris system and Magnus the Red running rampant in the galaxy once more, some of you may well be considering joining the armies of the Dark Gods. If so, then you need to get your hands on a copy of Codex: Chaos Space Marines, where you'll find everything you need to join the great war against the Imperium.

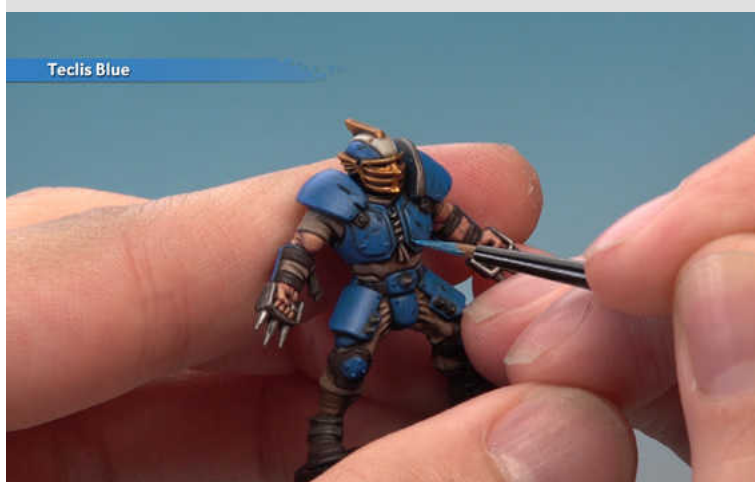
Inside this mighty tome you'll find a wealth of background on the Chaos Space Marines, including the nine Legions that turned from the Emperor's light during the Horus Heresy and those Space Marines who have become renegades in more recent times. You'll also find within its pages a gallery of beautifully-painted miniatures – perfect for painting inspiration, descriptions of all the units in the army and, of course, an army list so you can field a force of Chaos Space Marines in battle. Codex: Chaos Space Marines is available in our stores and from the Games Workshop website.



WARHAMMER TV

The Warhammer TV team produce superb painting tutorials, demonstrating all the key techniques and showing you step-by-step how to paint all kinds of different miniatures. If the Thousand Sons, the Reikland Reavers and the Gouged Eye featured in this month's issue take your fancy, there are videos for them on the Warhammer TV YouTube channel.

WWW.YOUTUBE.COM/USER/GAMESWORKSHOPWNT



VISIT A STORE

We have more than 400 Games Workshop and Warhammer stores worldwide and you'll find a huge range of products available in both, plus an in-store order point for those items only sold online. Our stores are a great source of further information and advice and many of them run introductory games and offer painting tutorials for those people new to the hobby.



BLOOD BOWL ONLINE

Blood Bowl now has it's very own website! This is your one-stop shop for everything you need to know about Blood Bowl, whether you're an experienced team coach or a newbie to the team dugout. Here you'll find a wealth of information about Blood Bowl, including upcoming event details, free downloads, team histories, painting guides and videos, tactical advice and plenty more besides. Follow the link below to find out more.

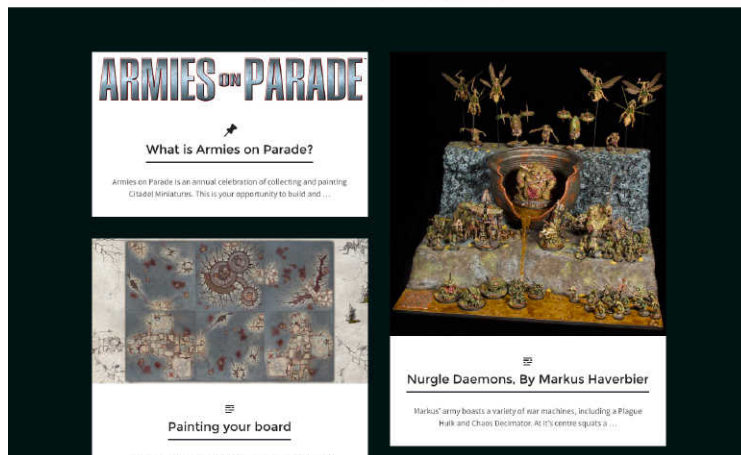
WWW.BLOODBOWL.COM



ARMIES ON PARADE

Looking for inspiration for next year's Armies on Parade entry? Then take a look at our Armies on Parade website, which features some of the very best displays painted by our staff and you, our readers. It's regularly updated, too, so you'll always find something new to look at.

WWW.ARMIESONPARADE.COM



WARHAMMER DIGITAL

Many of Games Workshop's books are available digitally, in various different formats. You can find these on the Games Workshop and Black Library sites and some are also available through Apple's iBooks.

www.blacklibrary.com

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Games Workshop works with a variety of talented partners to produce computer games, comics and more. For the latest news, visit the Licensing Products website.

licensing.games-workshop.com

SOCIAL MEDIA

Games Workshop has a number of official Facebook pages for our most popular games and brands. Not only are these the places to find out all the latest hobby news, but also great places to ask questions and seek friendly advice! There's also the Regimental standard blog – required weekly reading for the modern Imperial Guardsman – to check out as well!

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CITADEL PAINT SYSTEM

Painting is a cornerstone of the Games Workshop hobby – an enjoyable aspect in its own right, and also a fulfilling step along the path to getting an army out on the tabletop, ready for battle.

Knowing where to start can appear tricky, so Games Workshop publishes a series of How to Paint Citadel Miniatures guides, focusing on a range of armies, which provide ideal introductions to tackling a new project even if you're an experienced painter. All of these guides make use of the Citadel Paint System, carefully designed to be as straightforward to master as possible, with endless possibilities beyond that. The entire Citadel Paint range is divided into different formulations – such as Base, Layer, Shade and Dry – which are ideally suited to the different techniques (basecoating, shading, layering, and drybrushing) used with the system. You can check out the entire range and get a free-to-download reference chart (shown right) from our website at:

WWW.GAMES-WORKSHOP.COM/PAINT





IN THE BUNKER

Welcome to the last page of the magazine, where we'll be taking a regular look at what's been going in the White Dwarf hobby room over the past month...

Blood Bowl fever has positively gripped the White Dwarf bunker this month, with many of us dusting off old teams or putting together brand new ones. Chris was quick off the mark with his Orc team (1), which appears in Death Zone – Season 1!, and in the same uniforms as his strangely successful Goblin team. Despite using a trio of greens, Chris has been cunning and opted for entirely different shades, with olive-green flesh tones, and rich jade armour plates. And of course, as Chris is forever trapped in 1994, he's gone for Warboss Green (or should that be Goblin Green?) base rims.

Off the pitch and on top of his never-ending labours in A Tale of Four Warlords, Matt Hutson has been adding the new Thousand Sons to his existing force (2). Matt's painted his quintet of Scarab Occult Terminators in the colours of Ahri-man's Exiles. Matt has had an absolute blast building and painting them and seems very eager to try them out on the battlefield, providing his force "some much-needed heavy support."

But not everyone in the bunker has been swayed by the promises of Tzeentch or the siren call of Nuffle, as Martyn has been hard at work on his Grim Hammers led by a Grim Hammers Captain (3). At the time of writing, he and his long-time gaming companion Duncan Rhodes were gearing up for *The Hobbit: The Battle of Five Armies™* Doubles Campaign Weekend at Warhammer World. To break up the iron on the Dwarves, Martyn added the lustre of gold to his Grim Hammers, hinting at the wealth and power of *The Lonely Mountain*.

And on that note, dear readers, we bid you adieu! Until next month!



NEXT MONTH

**WHITE DWARF JANUARY 2017 EDITION ON SALE
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**PAINT SPLATTER / NEW RULES / REVIEW OF THE YEAR / GOLDEN DEMON
A TALE OF FOUR WARLORDS / THE WHITE DWARF INTERVIEW / AND MUCH MORE!**

