

THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF

SEPTEMBER 2017



WARHAMMER

40,000

30



# USER GUIDE

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Throughout this issue you'll see various icons which indicate an action. Below you'll find a quick key to these icons and what they do.



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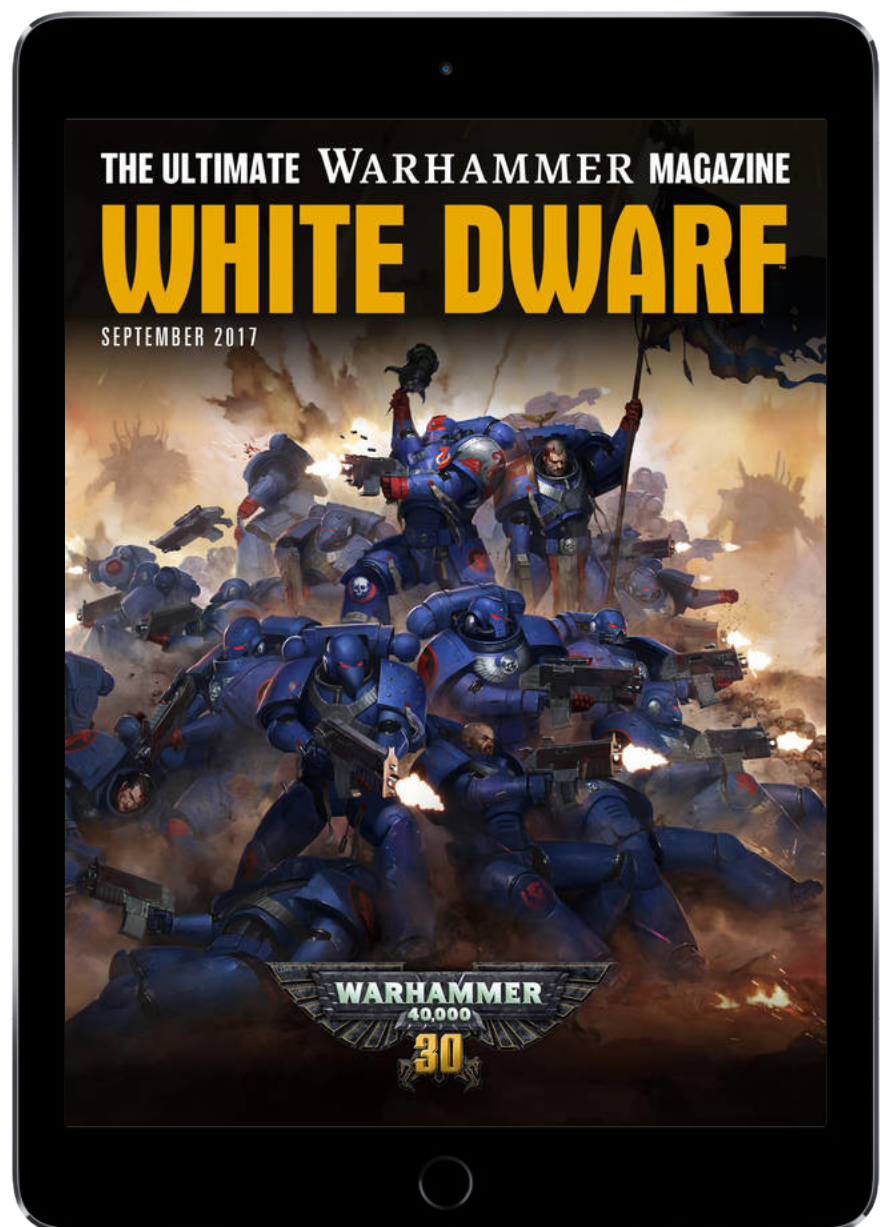
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Tapping this icon will bring up larger or multiple images.



**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.

## MATT KEEFE

### Editor

Editor Matt turned evil mastermind for this month's Battle Report, keeping Matt and Dan 'intriguingly' in the dark for their game...

### Matt's first Warhammer 40,000 memory:

"I started off playing Warhammer, then I bought the first Codex: Eldar when it came out. It was the background that got me."



## MICHAEL WIESKE

### Production Editor

Spotting typos aside, Michael spent much of the month taking on the role of Roboute Guilliman in this month's Battle Report.

### Michael's first Warhammer 40,000 memory:

"I saw some Space Marine tanks on a poster at my local gaming store in Hamburg. So naturally I chose Eldar..."



## MELISSA HOLLAND

### Digital Editor

Mel produces the digital edition of White Dwarf and has this month been experimenting with mobile phones. Whyever might that be?

### Mel's first Warhammer 40,000 memory:

"It was the Space Marine statue outside (Games Workshop HQ, in Nottingham), actually!" It's true – it's a bit of a local landmark.



## MATTHEW HUTSON

### Lead Designer

Matt not only played in but also produced layouts for this month's mammoth, two-part Battle Report. And what a great one it is, too.

### Matt's first Warhammer 40,000 memory:

"It was either Space Crusade or the issue of White Dwarf with Ghazghkull Thraka in it (issue 134, February 1992)."



## BEN HUMBER

### Designer

This issue, Ben tackled the colossal anniversary feature, among others.

### Ben's first Warhammer 40,000 memory:

"Reading White Dwarf with my brother. We'd been playing *The Lord of the Rings*™ Strategy Battle Game before then, and we thought 'These Space Marines looks cool...'"



## SHAUN PRITCHARD

### Reprographics Operative

Repromancer Shaun loves it when we do retrospectives. "Those old files are great to work on," he says.

### Shaun's first Warhammer 40,000 memory:

"I was playing Warhammer when I first saw the models, probably in the early '90s. I'm not sure I ever played it back then but I loved the look."





## DAN HARDEN

### Staff Writer

Dan really got into character for this month's General's Almanack. Check it out [here](#).

#### Dan's first Warhammer 40,000 memory:

"I saw the second edition boxed game in an Argos catalogue. I didn't know anything about it at all but I just knew I wanted it for Christmas. I was 10."



## STUART EDNEY

### Staff Writer

Stu took command of the forces of Chaos for this month's Battle Report. How did he do? Click [here](#) to see for yourself...

#### Stu's first Warhammer 40,000 memory:

"I saw Space Crusade in Smith's and wondered what it was. My dad encouraged me to get into it and the rest is history."



## MARTYN LYON

### Photographer

As well as top-notch photography, Martyn brings the finest hair seen in the bunker since a late-1980s guest appearance by Brian May.

#### Martyn's first Warhammer 40,000 memory:

"Milton Keynes. 1994 or 1995, I think. I played a game in the store and started begging my parents for it!"



## JONATHAN STAPLETON

### Photographer

Along with Martyn, Jonathan spent an entire week creating the fold-out section of this issue – check it out!

#### Jonathan's first Warhammer 40,000 memory:

"Getting the second edition boxed game for Christmas and getting annoyed that I couldn't paint the yellow blood drop on the Blood Angels!"



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## PLANET WARHAMMER

The latest news from the worlds of Warhammer, including a new boxed set for Warhammer Age of Sigmar, new Codexes, skulls (lots of skulls) and the Daemon Primarch Mortarion!

## CONTACT

The letters page. Get in touch and have your say. You can even ask Grombrindal a question if you're nice.

## THERE IS ONLY WAR

We take a look back at 30 years of Warhammer 40,000 with contributions from some of the people involved in its creation, from artists and games designers to writers and sculptors.

## THE BLOOD OF HEROES

This month we have not one but two Battle Reports, the first featuring the Ultramarines against Chaos, the second pitting the Crimson Fists against the Orks.

## THE ULTIMATE GUIDE

The humble Rhino takes centre stage for the Ultimate Guide this month, and what a life it has had.

## A TALE OF FOUR WARLORDS

It's the final month of A Tale of Four Warlords! Our quartet of collectors show off their final collections and tell us what it was like taking part.

## ALLIES AND ALLEGIANCES

Fancy a few ogors with your Ironjawz? We delve into one of the new aspects of the General's Handbook 2017 – allies – and discover what it means for your armies.

## WARG CHASE IN THE WILDERNESS

We present two exclusive scenarios for The Hobbit: An Unexpected Journey™ Strategy Battle Game.

## 'EAVY METAL

'Eavy Metal painter Max Faleij tells us how he painted Mortarion, Daemon Primarch of the Death Guard.





## THE GENERAL'S ALMANACK

After he begged and pleaded with us, we let Dan – our very own writer – talk about playing games of Warhammer Age of Sigmar in character.

## KITBASH

We explain some basic conversion techniques and show off a collection of kitbashed Warhammer Age of Sigmar heroes.

## ARMIES ON PARADE

This year's painting challenge is now well underway. What has everyone been up to?

## PAINT SPLATTER

A stage-by-stage painting guide for the Crimson Fists, as shown on the 30th anniversary special miniature (more on that in Planet Warhammer).

## REALMS OF BATTLE

Skulls, vines and bendy bracken – we take a look at making your bases truly spectacular.

## ON THE MARCH

The Studio army painters have been adding to their Warhammer Age of Sigmar armies.

## IN THE BUNKER

We take a longer-than-usual look at what we've been up to in the bunker this month, including a Warhammer 40,000 mini tournament and the latest projects we've been working on.



**30 YEARS OF  
WARHAMMER  
40,000**  
**PLANET  
WARHAMMER**  
**THERE IS ONLY WAR**  
**THE BLOOD OF  
HEROES**  
**THE ULTIMATE GUIDE**  
**A TALE OF FOUR  
WARLORDS**  
**'EAVY METAL**  
**PAINT SPLATTER**  
**IN THE BUNKER**



Like superbly painted Warhammer Age of Sigmar units? Walk this way.



It's the final month of A Tale of Four Warlords - see their armies here.



# WHITE DWARF™

## SEPTEMBER 2017

### 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...



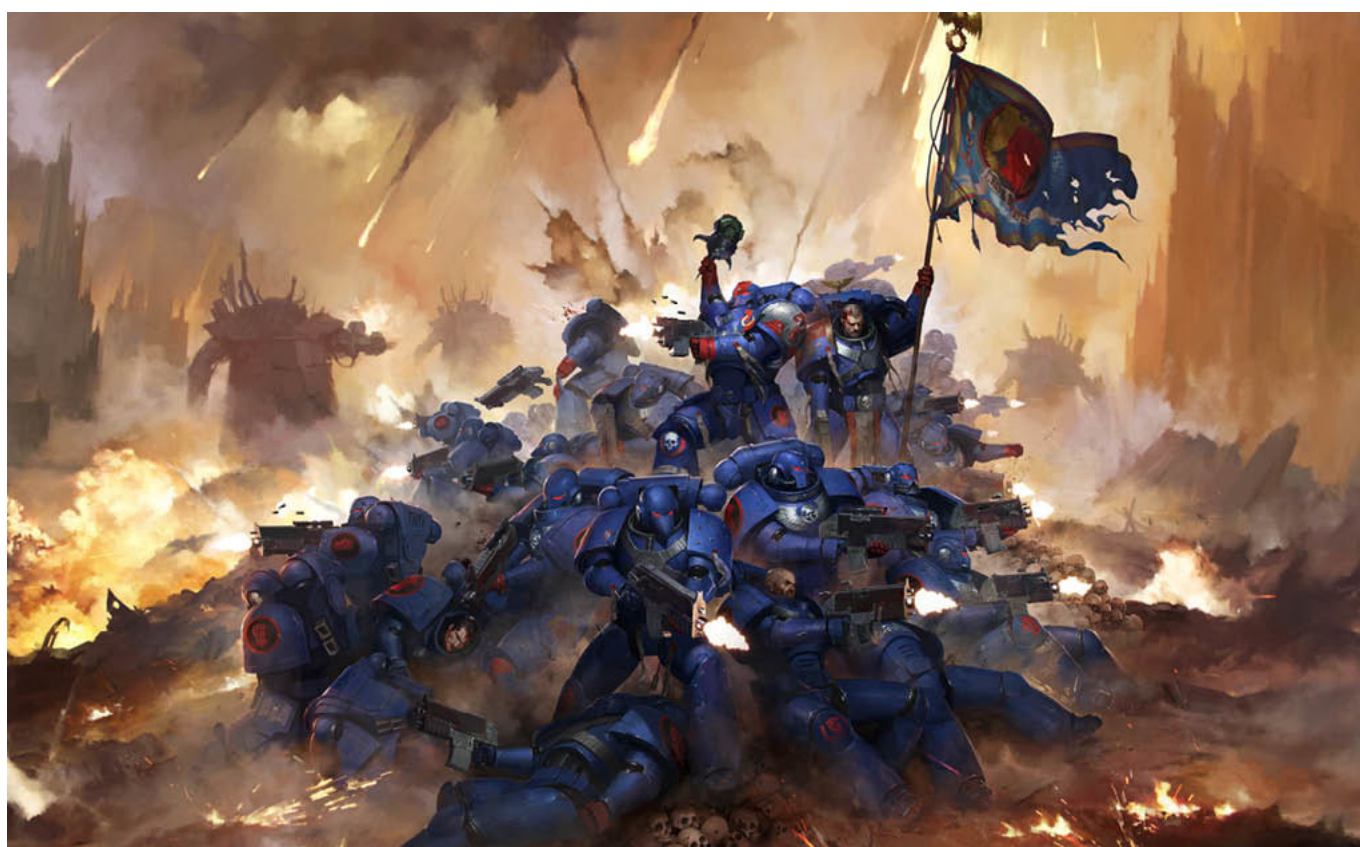
In the grim darkness of the far future, there is only war! Warhammer 40,000 sees humanity besieged on all sides by the traitor, the heretic, the alien and the insidious threat of Chaos. The superhuman Space Marines and the brave men of the Astra Militarum are all that stand between extinction and survival 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?



### 30 YEARS OF WARHAMMER 40,000



**F**or the past 30 years, Warhammer 40,000 has provided inspiration, excitement and endless enjoyment for millions of painters, modellers, gamers and fans – an immensely popular game, a dark, terrifying universe, and the inspiration for everything from the iconic miniatures with which the game itself began to comics, novels, computer games and more. Warhammer 40,000 has grown to be all of these things. It is, pretty much, a unique creation and an unparalleled success. And today it's the best it's ever been. This month, we get to celebrate all of that.

In putting this issue together, we spent a lot of time thinking about just what makes Warhammer 40,000 so special. In the end, we decided there's not better way to sum up the unique appeal of '40K' than with the maxim that has accompanied it for decades: "In the grim darkness of the far future..." So, that's what we celebrate in this issue, Warhammer 40,000's unique essence – 30 years of the grim darkness of the far future.

The occasion deserves to be marked in style, so we thought what better way than with a commemorative cover. We're sure a lot of you will have spotted that this great new artwork by Igor Sid takes its inspiration from the cover to the original Warhammer 40,000: Rogue Trader rulebook, released all the way back in 1987. Is it a reimagining of those same events? Well, no, not quite... There's something eerily similar about it, though, of course. You might find some of the answers in our Battle Report... Enjoy the issue.

*Matt K*





# PLANET WARHAMMER

## ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!



WARHAMMER 40,000:  
ROGUE TRADER (1987)



WARHAMMER 40,000:  
SECOND EDITION (1993)



WARHAMMER 40,000:  
THIRD EDITION (1998)



WARHAMMER 40,000:  
BATTLE FOR MACRAGGE (2004)

**T**his year has been one of landmark birthdays. White Dwarf turned 40, Golden Demon celebrates its big three-oh (more on that next issue) and, holy boltguns and sacred chainswords...

Warhammer 40,000 is 30 this year, too!

It's hard to believe that Warhammer 40,000: Rogue Trader was released 30 years ago, the cover of the rulebook featuring an army of Crimson Fists in desperate battle against an unseen enemy. Outnumbered and taking casualties, they stand firm against the enemies of the Imperium, their bolters blazing, their banner raised high. This piece of artwork by John Sibbick – re-imagined for the front cover of this very issue by Igor Sid (who also illustrated the cover of Dark Imperium) – has become synonymous with Warhammer 40,000, and it has contributed to the look and feel of

### THE GREAT EIGHT

There have been eight editions of Warhammer 40,000 in its 30-year lifespan and all except the first had a boxed set to accompany the rules. Every boxed set has featured Space Marines – the most iconic of forces in Warhammer 40,000 – plus an enemy to fight against. First it was Orks in 1993, followed by Dark Eldar (as a brand-new army) in 1998, then Tyranids in 2004. Orks returned in 2008, followed by Chaos Space Marines in 2012 and 2014. Chaos featured in the set once again in 2017, but this time it was the Death Guard!



the game for the last three decades. It's also symbolic of the Imperium, which somehow endures even while surrounded by countless, unrelenting enemies.

Yet despite these many foes, the Imperium's greatest enemy is Chaos, and this month the Dark Gods have deigned to treat us to a glimpse at one of their most favoured servants – the Daemon Primarch Mortarion. He is the first in a new range of Death Guard models coming out over the next few months. (You might find a few sneak peeks elsewhere in the issue...)

But Mortarion isn't the only favourite of Nurgle to grace our pages this month because, in the Mortal Realms, the first Plaguebearer, Horticultural Slimux, has been unleashed to conduct Nurgle's Blightwar. Turn the page and immerse yourself in a world of decay and corruption...





Tap the images for more information!



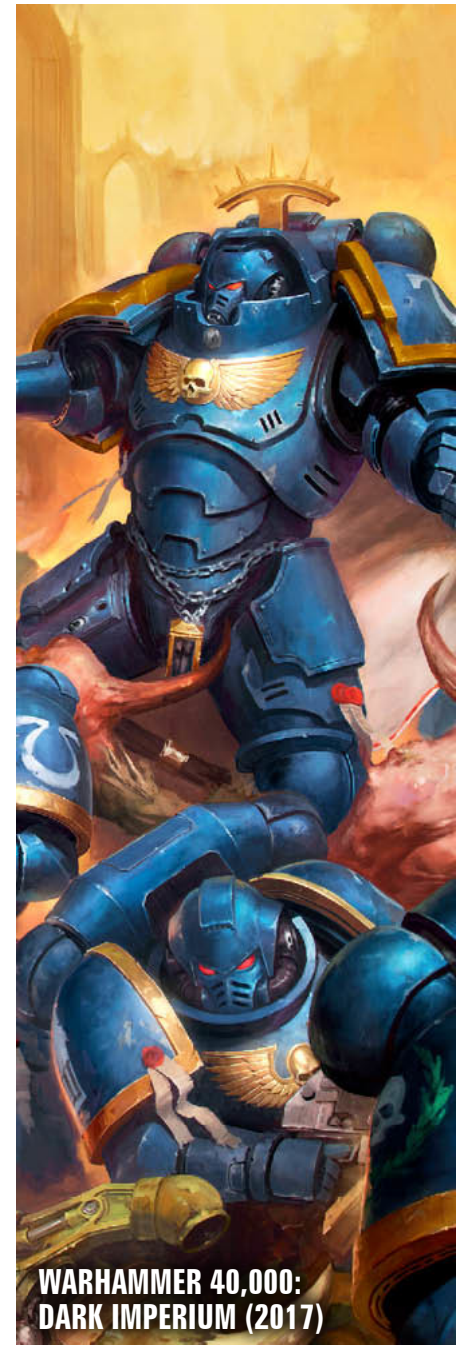
**WARHAMMER 40,000:  
ASSAULT ON BLACK REACH  
(2008)**



**WARHAMMER 40,000:  
DARK VENGEANCE (2012)**



**WARHAMMER 40,000:  
DARK VENGEANCE (2014)**



**WARHAMMER 40,000:  
DARK IMPERIUM (2017)**

## SPACE MARINES PRIMARIS INTERCESSOR VETERAN SERGEANT

To celebrate 30 years of Warhammer 40,000, there's a collector's edition Primaris Marine model coming out soon. This Intercessor Veteran Sergeant miniature – which will be available until the end of the year – shows a battle-hardened Primaris Marine, his armour adorned with purity seals and oaths. On his waist he wears a sheathed gladius and a holstered bolt pistol, while his right shoulder pad bears a crux terminatus and a marksman's honour, clearly marking him out as a veteran of many battles. The plastic frame includes two different heads – one bare, the other helmeted – and the left shoulder pad is separate, allowing you to replace it with a Chapter-specific one. The kit also includes a Primaris Space Marines character transfer sheet.



**CLICK [HERE](#) FOR A  
STAGE-BY-STAGE  
CRIMSON FISTS  
PAINTING GUIDE FOR  
THIS MODEL**







# PLANET WARHAMMER



## MORTARION, DAEMON PRIMARCH OF NURGLE

Descending upon the battlefields of the 41st Millennium on wings of tattered leather is Mortarion, Daemon Primarch of Nurgle. Diseased and corrupted, made monstrous in form by the warping power of Chaos, Mortarion is a twisted angel of death driven by hatred and bitterness. He brings decay and sickness, despair and fear to all those who witness his dark majesty.

This huge plastic kit represents Mortarion at the height of his daemonic power in the 41st Millennium. Clad in ancient armour known as the Barbaran Plate, Mortarion is an imposing figure, his gaunt face and rheumy eyes barely

visible beneath his cowl and behind the rebreather mask that he has worn for ten thousand years. In one hand he wields the Lantern, an ancient pistol of alien design, while in the other he carries the colossal scythe known simply as Silence, which has mutated over the millennia into a terrifying Daemon weapon. Mortarion can be built wielding his weapons in either his left or right hand, which radically changes his pose. From Mortarion's belt hang plague censers and phospex bombs, while around him caper Nurglings and plague cherubs that mimic their lord's foul appearance.

**CLICK HERE TO  
SEE MORE**





## CODEX: DEATH GUARD



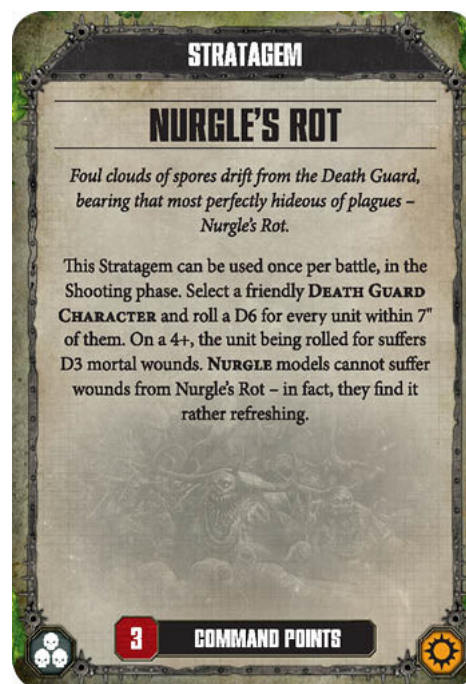
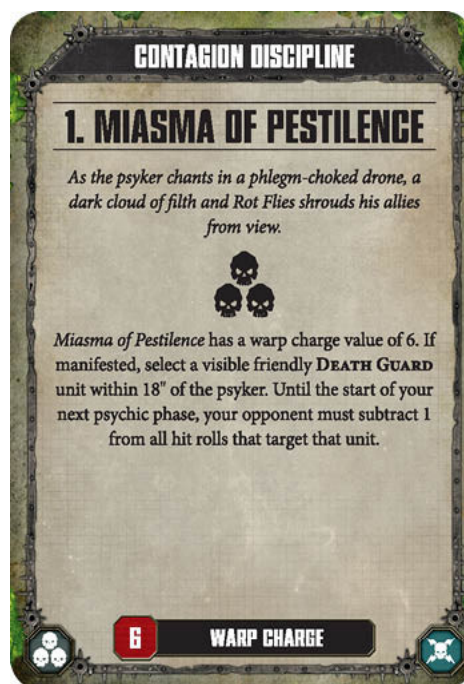
If you wondered last month why the Death Guard weren't in Codex: Chaos Space Marines – this is why – they now have their very own Codex! This 104-page hardback book (there are Limited and Collector's Editions available, too) contains everything you need to know about the Death Guard, plus all their rules so you can field them in your games of Warhammer 40,000. Inside you'll find out more about the Death Guard, from the time of the Great Crusade through to the present day, and about the Plague Planet where they reside in the Eye of Terror. The codex

includes background on all the units in the Death Guard army, including seven new characters such as the Foul Blightspawn and the Biologus Putrifier and, of course, Mortarion the Death Lord himself. The book also features a host of new art and a gallery of painted miniatures, plus datasheets for the 33 units that make up the Death Guard army. On top of all that, this mighty tome also includes new warlord traits, tactical objectives, points values, Relics of Decay, the Contagion psychic discipline and 14 new stratagems for the Death Guard.

## DATA CARDS: DEATH GUARD

A pack of datacards is always handy to have around when you're playing games with your army. The Death Guard set contains 60 cards in total – 36 tactical objectives, 17 stratagems and 7 psychic powers. Tactical objectives are most commonly used in Maelstrom of War missions. 30 of those included in the set are common to all armies, while the first six are specific to the Death Guard and include such wonderful objectives as Death Begets Life and Symbol of the Fly Lord. The new Death

Guard stratagems (also found in the codex) enable you to enact Grandfather's Blessings, a Cloud of Flies, a Blight Bombardment or a Putrid Detonation, among many others. (The set also includes cards for the three stratagems found in the rulebook for ease of reference.) The last seven cards feature rules for psychic powers: Smite from the Warhammer 40,000 rulebook, plus the six new powers found in Codex: Death Guard. Blades of Putrefaction is a team favourite.



## FIVE THINGS WE LOVE IN... SEPTEMBER

**5** Top fives! With this issue celebrating the 30th birthday of Warhammer 40,000, we decided to come up with a few lists of our top five 'things' in Warhammer 40,000, too. Categories you'll find in this issue's main feature include top five planets, top five loyal companions, top five bionic eyes and plenty more besides. Top five topknots sadly did not make the cut.

**4** The front cover! Igor Sid's re-imagining of the Rogue Trader cover was so impressive we made it into a poster. The piece shows the Crimson Fists, now reinforced by Primaris Space Marines, battling Orks on their home planet of Rynn's World. If only there was a cool battle report about that fight... Oh, wait, there is, [here!](#)



### CAN I GET A 7?

Death Guard dice are here! The 20 dice in the set feature hard outer shells – as you'd expect from dice – but with squidgy centres that poke out through the number holes. Yep, it sounds bizarre, we know, but nothing says "I love Nurgle!" like a soft-centred cuboid randomiser. Sadly, you can't roll Nurgle's favoured number (seven), despite the best efforts of our designers.





# PLANET WARHAMMER

## SERVANTS OF THE EMPEROR

The Death Guard aren't the only army to get a new codex this month. The Adeptus Mechanicus – the vast cybernetic legions of the Machine God – are also getting one, and it's full of brilliant features. (And there's some Primaris Marine combat squads out, too).

### CODEx: ADEPTUS MECHANICUS

The Adeptus Mechanicus are the scions of Mars, children of the Machine God. Ruled over by ancient Tech-Priests, the forge worlds of the Adeptus Mechanicus make most of the weapons and wargear used by the Imperium of Man, but they also field vast legions of cybernetic warriors, which they use to explore the galaxy and uncover its treasures, all the while annihilating those that stand in their path.

This 104-page hardback book enables you to use your Adeptus Mechanicus collection – Skitarii, Cult Mechanicus and Knights Questoris – in your games of Warhammer 40,000. Inside you'll find reams of new background on the forge worlds, new artwork and a map showing the latest conquests of the explorator fleets. The book also includes datasheets for all the units in the army, plus power ratings and points values for all of them, wargear lists, Arcana Mechanicum (really special weapons), stratagems, warlord traits, tactical objectives and Forge World dogmas enabling you to personalise your force. Wow!

### BELISARIUS CAWL, ARCHMAGOS DOMINUS

Archmagos Belisarius Cawl of the Adeptus Mechanicus is one of the great saviours of the Imperium, having laboured for thousands of years to create the Primaris Space Marines. Incredibly ancient, Belisarius Cawl – previously found in the Triumvirate of the Imperium set, now available separately – is barely recognisable as human, his withered limbs replaced by countless bionics and world-breaking weapons, his robed body festooned with esoteric wargear, techno-arcana and innumerable data analysers.



Belisarius Cawl has more extremities than is easy to count, ranging from withered flesh limbs to slaved bionics – many of them holding deadly wargear. Most potent of his weapons are the solar atomiser, the Omnisian Axe, and the arc scourge (1) – a powerful claw for tearing through tank armour.





# IN STORES NOW

## DATA CARDS: ADEPTUS MECHANICUS



There's a second pack of datacards out this month, this time for the Adeptus Mechanicus. Inside you'll find 67 cards – 36 tactical objective cards and 31 stratagem cards. The first six objective cards are specific to the Adeptus Mechanicus and include goals such as A Quest for Knowledge and A Victory for Logic, while the stratagem cards include the three from the rulebook plus 28 new ones. Seven of these are for forge worlds – Ryza, Mars, Metalica and so on – and one is for Questoris Knights, while the rest can be used for any Adeptus Mechanicus force. We can see these being very popular!



## SPACE MARINES PRIMARIS INTERCESSOR COMBAT SQUAD

Need a few Primaris Marines to bulk out your squads? Or perhaps a new unit to get your army up to battalion size? Then this combat squad of multipart plastic Intercessors is perfect for you. These five models are

exactly the same as the ones that come in the 10-man Intercessor box, with all the same options for heads, bolt rifle variants (regular, stalker and auto), packs, pouches and grenades.



## SPACE MARINES PRIMARIS HELLBLASTER COMBAT SQUAD

Need a few Primaris Marines to bulk out your squads? Oh, who are we kidding? You know the drill by now – it's a five-man squad of Hellblasters you can add to an existing unit or start a whole new squad from scratch.

They come with two weapon options – assault plasma incinerators and heavy plasma incinerators, both of which are deadly to most foes. It just depends how much you want to incinerate them, really...



## SPACE MARINES PRIMARIS REIVER COMBAT SQUAD

Yep, you got it – it's a five-man squad of Reivers, the vanguard strike troops of the Space Marines. These brutal infiltrators come with a variety of weapons, including heavy bolt pistols, combat blades and bolt carbines, not to mention all

the grenades strapped to their webbing. They also come with grapnel launchers and grav-chutes and two heads options, so you can have them wearing their full helmets or just their sinister skull masks.

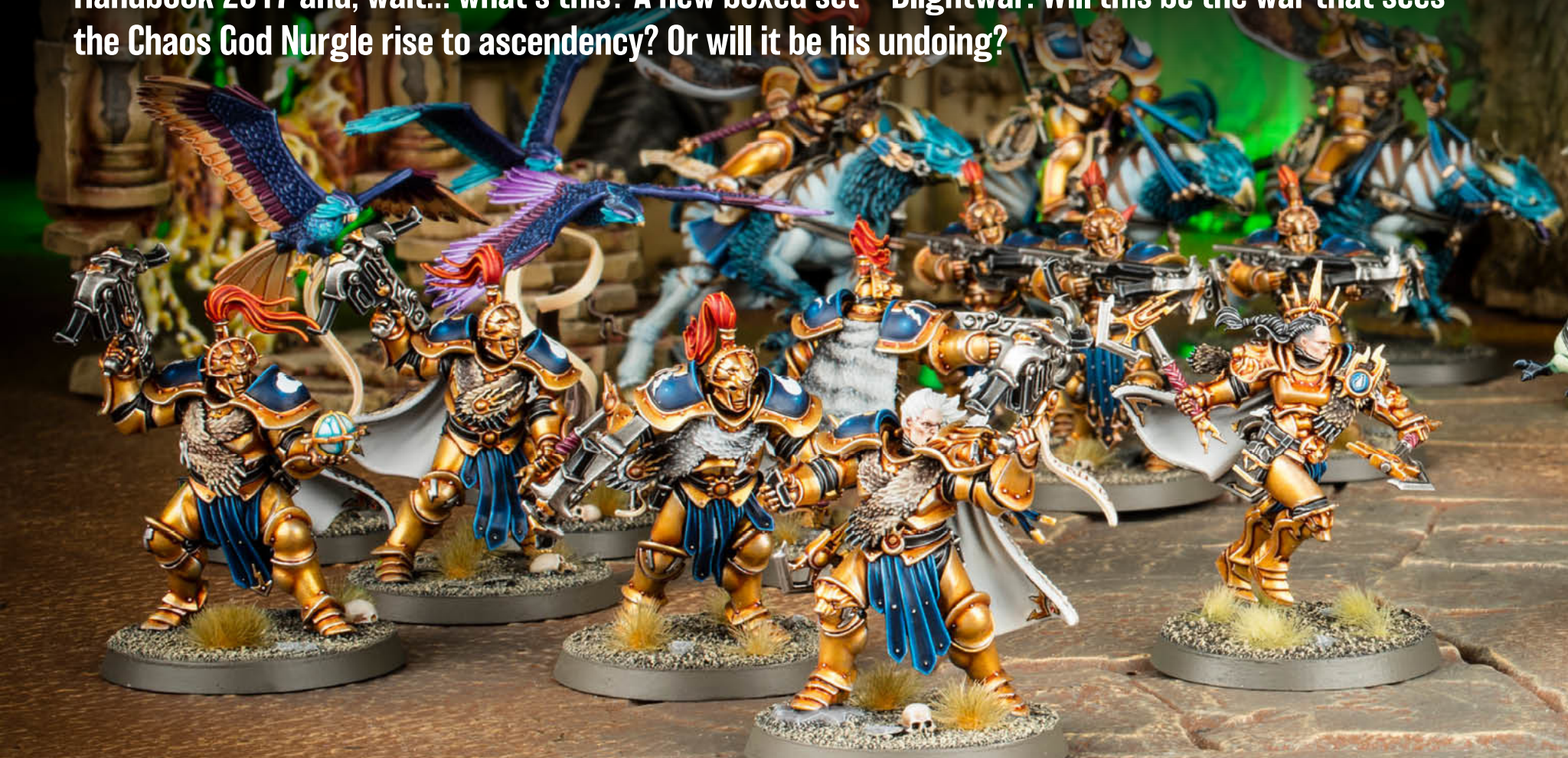




# PLANET WARHAMMER

## WAR IN THE MORTAL REALMS

There's a lot going on in the Mortal Realms this month - there are new warscroll cards, the General's Handbook 2017 and, wait... what's this? A new boxed set - Blightwar! Will this be the war that sees the Chaos God Nurgle rise to ascendency? Or will it be his undoing?



### WARHAMMER AGE OF SIGMAR: BLIGHTWAR



Following the defeat of his armies at the Genesis Gate in the Realm of Life, Nurgle brooded for some time on his failures before he came up with a new plan to conquer the Mortal Realms - he would sow seeds of corruption and despair across all the realms instead! It would be his Blightwar.

The opening moves of the Blightwar saw Nurgle's rotten servants infect many small pockets of the Mortal Realms with their poxes and diseases. Led by Horticultural Slimux,

the Grand Cultivator of the Garden of Nurgle, the Plague Lord's forces corrupted and defiled countless cities. But their travails were soon noticed by Sigmar and he dispatched one of his most deadly warriors to hunt down the ancient Plaguebearer - the Knight-Zephyros Naeve Blacktalon. Hot on the slime-trail of Nurgle's favoured servant, she will not rest until her mission is complete.

Inside this all-plastic set you'll find two forces - the Fecund Rituculturalists led by Horticultural Slimux and Blacktalon's Shadowhammers led by Naeve Blacktalon. Nurgle's forces include 10 Plaguebearers, three Plague Drones of Nurgle, three Nurgling bases and, of course, the brand-new Horticultural Slimux, who rides to war on his snail-like steed Mulch. For the Stormcast Eternals, the box contains three Vanguard-Raptors, five Vanguard-Hunters, three Vanguard-Palladors, three Aetherwings and the also-new Naeve Blacktalon. The 40-page book that comes in the set includes warscrolls for all these units, plus background on the Blightwar and three Battleplans so you can fight the opening battles with your miniatures. The box also contains a Wheel of Corruption, a new device that reflects the rancid cycle of decay that surrounds Nurgle's armies on the battlefield.

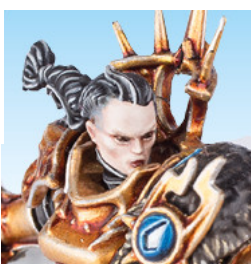




# LATEST NEWS



Naeve Blacktalon comes with two heads – one bare head, as shown here (1), the other helmeted like other Stormcasts. Naeve also has a unique collar to her armour that represents the shining spires of Azyrheim (2).



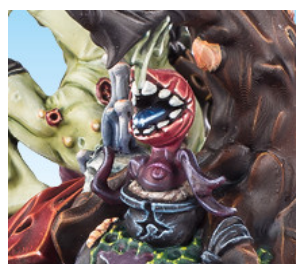
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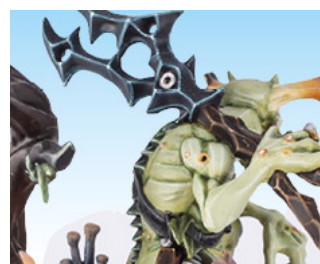
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Horticulous Slimux carries many unusual things with him as he rides to war on Mulch, including a toothed mandrake root in a pot (3). His most potent weapon, though, is a pair of lopping shears, which look much like a pair of plagueswords bolted together (4).



3



4

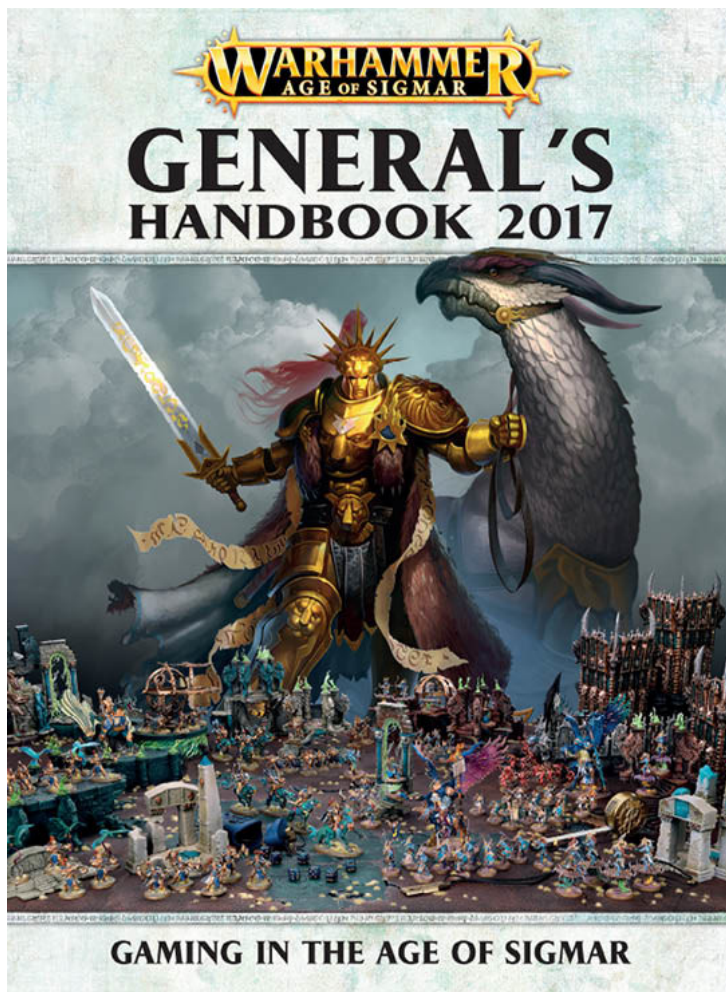




# PLANET WARHAMMER

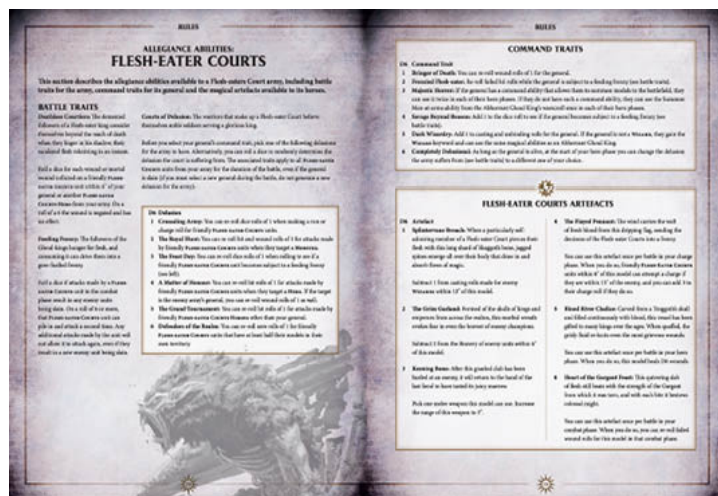
## GENERAL'S HANDBOOK 2017

The General's Handbook is a great way to add an extra level to your games of Warhammer Age of Sigmar and this year's edition features a bucketload of new rules and battleplans, plus updated points values for many units, and new allegiance abilities. Upon opening the book you'll find new rules for multiplayer games, including whispered orders between allied generals and divine interventions from capricious gods. Triumph and Treachery (all-versus-all multiplayer battles) has had an update in the form of treacherous acts such as bribes and hidden traps and now has more battleplans, too. There are now Times of War for the seven Mortal Realms (all but Azyr) where the Realmgate Wars are fought. Rules for sieges and new battleplans have been added, bringing the total number of battleplans in this General's Handbook to 26! Then there are the pitched battle profiles, which have had an update in the form of massive regiments (oooh!) and, finally, allegiance abilities for 19 different factions including Seraphon, Fyreslayers, Ironjawz, Flesh-eaters and Slaanesh.



The General's Handbook really is a boon to all fans of Warhammer Age of Sigmar, its 158 pages featuring new and additional rules to enhance your games. The 2017 edition features some brilliant new additions to the rules for multiplayer games (1) – these have been expanded significantly since the last Handbook, giving you and your friends (possibly enemies if you backstab each other) even more ways to enjoy your games.

Possibly even more exciting is the inclusion of a whole load of allegiance abilities (2). These give the armies featured (Skaven Pestilens, Nighthaunt and Slaves to Darkness to name but a few) the same level of gaming depth as armies with newer battletoomes like the Sylvaneth, Kharadron Overlords and Stormcast Eternals.



## MUNITORUM REPORT: NURGLE

### THE HIGHS AND LOWS OF GRANDFATHER NURGLE IN THE MORTAL REALMS

#### HIGH: THE TIME OF CHAOS

The Plague God's power waxes strong and disease and despair are rife. Many new poxes and plagues are unleashed and the Realm of Life becomes the playground for Nurgle's children.

#### HIGH: A CAPTURED SOUL

Gardus Steel Soul of the Hallowed Knights finds himself trapped in the Garden of Nurgle. He becomes the plaything of the Great Corruptor until he eventually escapes.

#### HIGH: BLIGHTWAR!

Nurgle sends his first Plaguebearer, Horticultural Slimux, into the Mortal Realms to sow seeds of sickness and misery. Though he is being tracked by Naeve Blacktalon, the Plaguebearer has already furthered Nurgle's cause immeasurably.

#### LOW: THE LOSS OF TORGLUG

Torglug, the Lord of Plagues known as the Tree-Cutter of Thyrr, is killed in battle by the Celestant-Prime and his soul is torn from his shattered body. He is reborn in Sigmaron as Tornus, a Knight-Venator of the Hallowed Knights.

#### LOW: DEFEAT AT THE GENESIS GATE

The Glottkin and their putrescent armies are defeated by Alarielle and her Sylvaneth at the Genesis Gate, which leads to the Allpoints. Alarielle closes the gate, preventing Nurgle from sending his forces through it again.



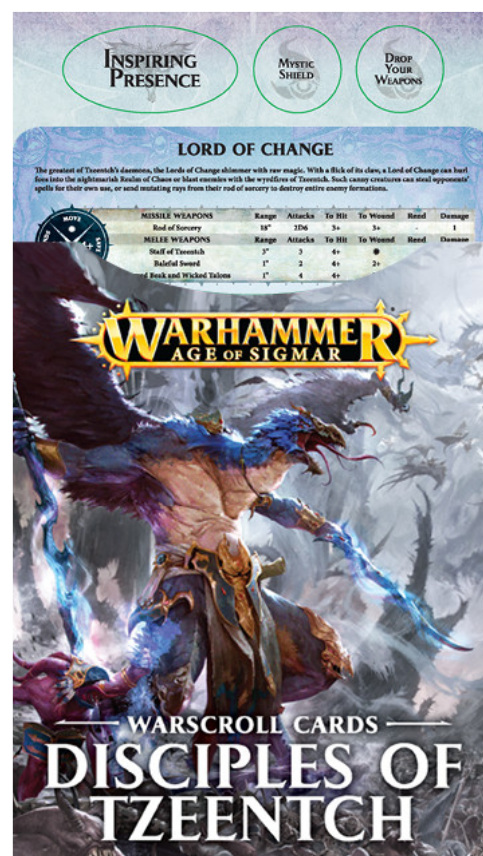
## WARSCROLL CARDS

Warscroll cards are a useful tool for any Warhammer Age of Sigmar gamer. Several armies already have access to them, and now five more decks of cards are being released for Beastclaw Raiders, Bonesplitterz, Disciples of Tzeentch, Ironjawz and Sylvaneth. But what, exactly, are packs of warscroll cards for?

Put simply, each set includes warscroll cards for every unit in its respective battletome. So the Disciples of Tzeentch set contains 25 warscroll cards for everything from Lords of Change to Blue Horrors, while the Sylvaneth set includes 12 warscroll cards for Alarielle and all her leafy kin. When fielding your army, you can pull out the cards you need

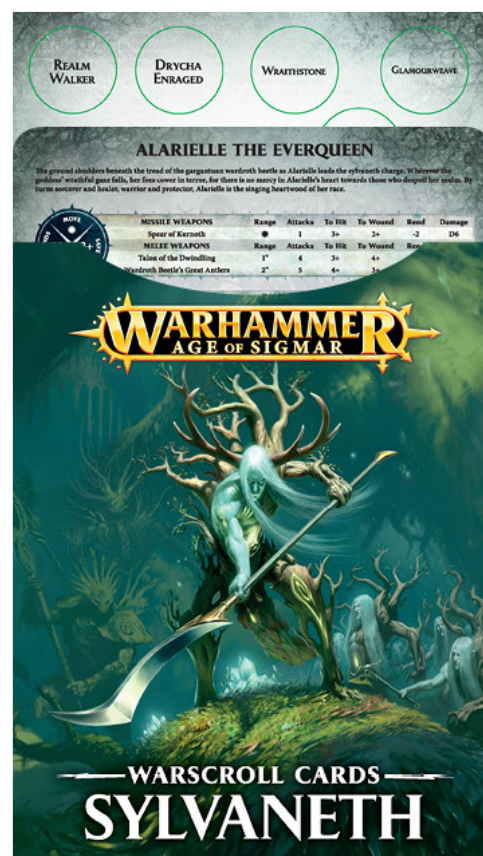
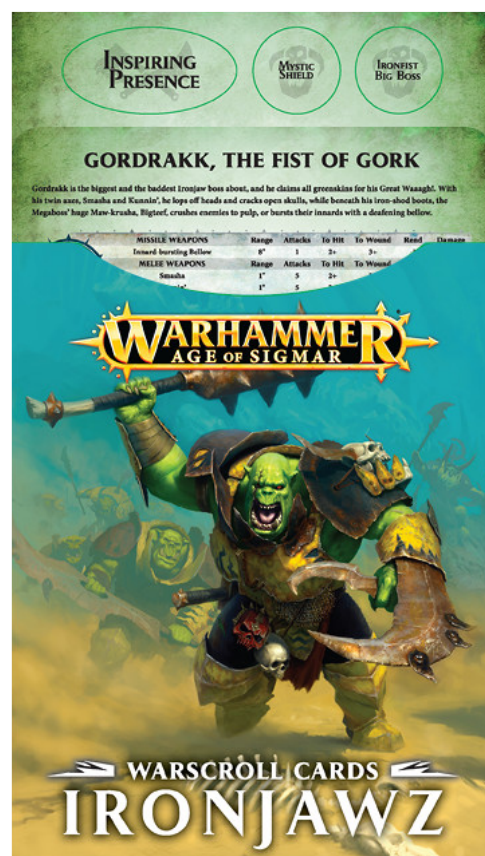
from the set and place them next to the battlefield, making it much easier to check rules or stats mid-game.

But that's not all you get. Each pack also contains a cardboard sheet of tokens that you can use to help keep track of what's going on in your games. There's a Mystic Shield token in every set, for example, that you can place next to the unit that's been mystically shielded. Some card sets, such as the Bonesplitterz pack, include tokens for arcane items to help remind you what weapons your characters are carrying, while the Disciples of Tzeentch set has tokens to show what spells are in effect on the battlefield. Handy, eh?



## FIVE THINGS WE LOVE IN... SEPTEMBER

**3** Let root rot and bower be blighted, water clot and sap be sour. How could Grandfather Nurgle, most cheerful of all the Chaos Gods, not be one of our favourite things in September? He has a new minion who's nothing short of a crazy gardener riding a giant snail with legs, a new boxed set – Blightwar – dedicated to him and, most impressively, the Daemon Primarch Mortarion. It's a good time to be a follower of the Plague God.







# PLANET WARHAMMER

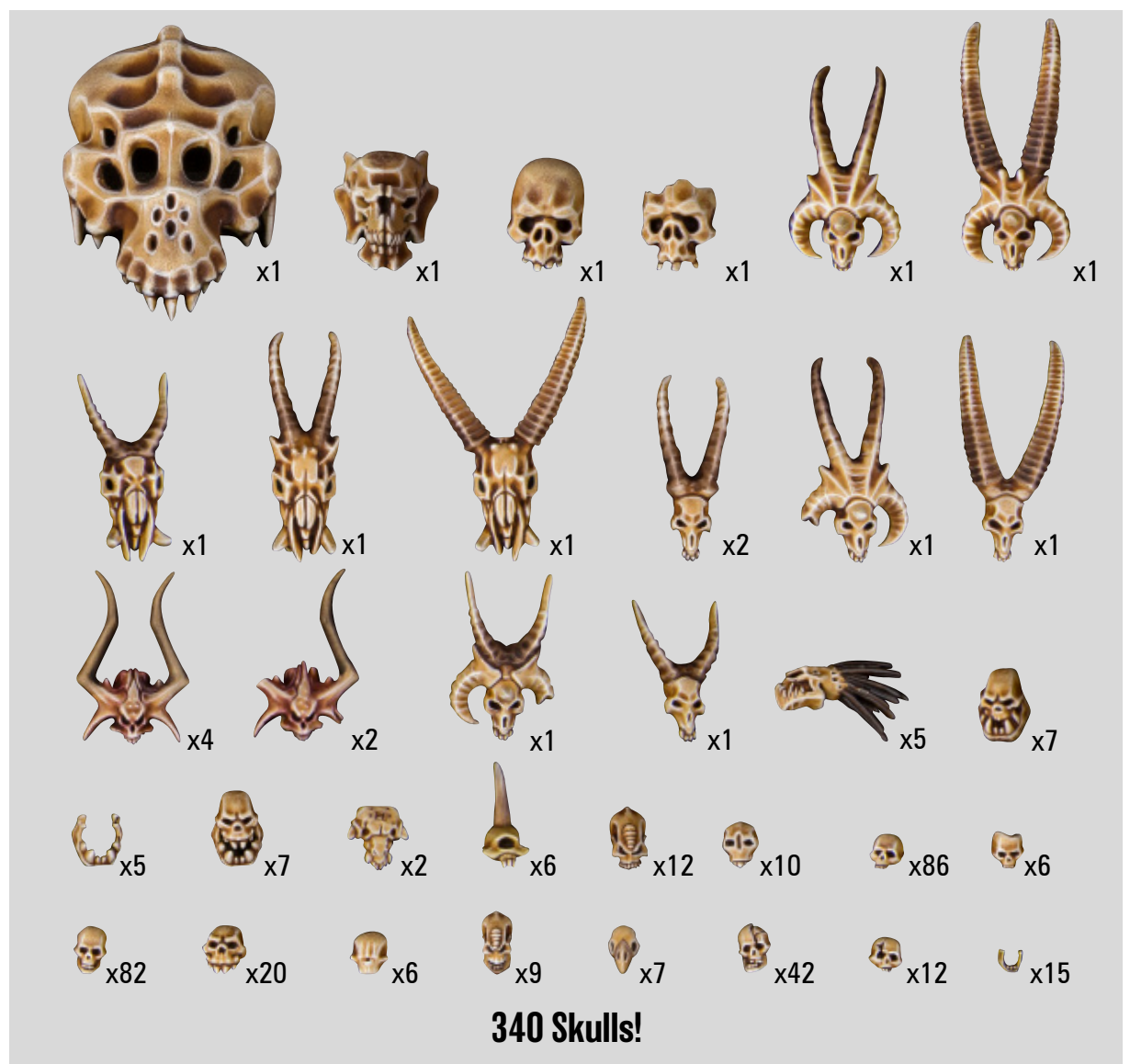
## CITADEL HOBBY SUPPLIES

When they're not concocting new paints or designing scenery kits, the Games Workshop hobby supplies team are coming up with new ways to make building and painting Citadel miniatures even more exciting. And what could be more exciting than loads of skulls?

### CITADEL SKULLS

Whether your warriors are fighting in the grim darkness of the far future or deep within the Mortal Realms, it's inevitable that they're going to stumble upon some skulls from time to time. This pack contains 340 plastic severed craniums, for use on bases, scenery or even as trophies (because some warriors just love to carry a skull or two around with them).

Among the skulls you'll find human ones (with and without jawbones), Ork (or orruk if you're so inclined), T'au, Kroot, beastman, other beastman, Daemon (Bloodletter and Plaguebearer), avian, Seraphon, Genestealer, Ur-Ghul, ogor, Morghast and one huge mega-skull that really could be anything. It's roughly the size of a Stardrake's head, but it looks distinctly uglier.



## SKULLS, SKULLS, SKULLS...

10 THINGS YOU CAN DO WITH MINIATURE SKULLS



- 1. Put them on your bases**  
As warriors fall in battle, the skulls aren't always retrieved. They're just left there to fend for themselves. Plastic Glue a few to the bases of your models to show they're really serious about war.
- 2. Use them as banner tops**  
Some of the larger skulls in the set, such as the Beastmen ones, look great as banner tops for ogors and orruks (or any destructive race, really). Mount them on the crosspiece in front of the banner as a trophy.
- 3. Impressive trophy racks**  
Chaos Space Marines love to stick skulls on spikes and mount them on their armour and vehicles (it's the 'in' thing in warp fashion). Use a few of these skulls on their trophy racks to add variety to their conquests.
- 4. A cheerful companion**  
Sometimes a warrior may find themselves on their own, be it in a dungeon or on a desert island. In moments like these, a skull can be an invaluable companion – a friendly face to chat to when times get tough.
- 5. A holy reliquary**  
Sticking skulls on spikes is heretical, right? But putting them in reliquaries – that's fine and dandy! Put a few skulls on your Imperial models to show that the Emperor's faithful still serve – even in death.
- 6. Filthy xenos experiment**  
There are many filthy aliens in the galaxy, but to defeat them they must be investigated. Whether Inquisitorial henchman, Dark Eldar Haemonculus or Necron Cryptek, an alien skull will look great hanging from their belt.
- 7. Build a skull throne**  
Skulls for the skull throne! There are 340 skulls in the Skulls pack – more than enough to build a throne for a Khorne hero. Or, perhaps, a less chair-like mound of skulls harvested by an Orruk Megaboss.
- 8. A container full of skulls**  
Well, how else do Khorne's servants get the skulls they've reaped back to the warp? We reckon a Munitorum Armoured Container full of skulls would be pretty cool. We'd call it the Khomtainer...
- 9. Heads for skeletons**  
Just a thought, but you could actually use the skulls as heads for Skeleton warriors... Only the human-sized ones, though – the ogor and orruk ones might be just a little too big for tiny human skeletons.
- 10. Recreate hamlet in miniature form**  
"Alas, poor Yorick! I knew him, Horatio, a fellow of infinite jest." There are many models with outstretched hands that could easily hold a skull, enabling you to create an equally pensive hero.





## CITADEL BARBED BRACKEN



Add a touch of life to your bases, boards and scenery with Barbed Bracken, another new release from our hobby team. There are 144 of these plants in the set, the smaller of which look harmless (they're probably poisonous) while the larger ones look more predatory. We reckon there are mouths hidden under those fang-like leaves.

Unusually, the Barbed Bracken set is made of bendy plastic, which means you can twist and fold the leaves into different shapes and configurations before gluing them down. You can even use a hair dryer to heat them up and bend them – they'll then stay in that shape. Clever plants! You will need to use Super Glue to stick them down, though, as they're not made of the same plastic as our regular plastic kits.



## CITADEL CREEPING VINES



Ruined buildings always look more mysterious when they've got a few vines running up the walls. Well, here they are!

This set contains 12 Creeping Vines which, just like the plants in the Barbed Bracken set, are extremely bendy (if you don't believe us, check out the pictures in last month's Realms of Battle article). They can be twisted, folded, even tied in a loose knot without breaking, making them ideal for snaking up walls, through windows and around columns or chimneys on both Warhammer Age of Sigmar and Warhammer 40,000 buildings. They also look great on bases, as you can see on page 128. Like the Barbed Bracken, the Creeping Vines are also made of a different type of plastic, so you will need Super Glue to stick them in place.



**CLICK [HERE](#) TO SEE WHAT YOU CAN DO WITH THESE GREAT NEW SETS.**





# PLANET WARHAMMER

## LATEST FROM FORGE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, our pages are graced by Magister Amon of the Thousand Sons and a new Legio Custodes Dreadnought.

Like all the models in the Horus Heresy Character Series, Magister Amon comes with an impressive display base, his one featuring the ruins of Tizca, capital city of Prospero (1). Amon can be removed from his display base for gaming purposes, as shown in the picture below.

As a high-ranking member of the Thousand Sons, Amon's armour is heavily embellished with ancient Tizcan symbols and gemstones that are mirrored by those on his base (2). Here you can just see the books and scrolls hidden beneath his voluminous robes.

### FORGE WORLD

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

[forgeworld.co.uk](http://forgeworld.co.uk)

## MAGISTER AMON OF THE THOUSAND SONS LEGION

Magister Amon is captain of the ninth Fellowship of the Thousand Sons. He was Magnus's mentor when the Primarch was younger and became his equerry during the great Crusade. Like many Thousand Sons,

Magister Amon is a powerful psyker, and he wields an ornate force halberd as he charges into battle, a collection of forbidden tomes hidden beneath his robes of office.



1



2





## LEGIO CUSTODES TELEMON PATTERN DREADNOUGHT

The Legio Custodes have access to some of the very best wargear in the galaxy, but even amongst their vaunted ranks, the Telemon Pattern Heavy Dreadnought is something of a rarity. Constructed using ancient techniques now long forgotten, the Telemon's torso houses the mortal remains of a master Custodian, a warrior of superlative battle skill.

This resin kit includes a fully posable Telemon Dreadnought body and the spiculus bolt launcher mounted on the war machine's carapace. The weapon arms shown on this model are available separately from the Forge World website.



The Dreadnought's weapons are designed so that they can be mounted on either the left or right arm of the model. The caestus (1) is an ornate power fist with a Proteus plasma projector mounted on the back for close-ranged fire support. The hand can be built with the fingers open or closed.

The Dreadnought's head sits behind a raised gorget in the centre of the sarcophagus. Here you can see how the suit is based on the Contemptor Dreadnought design (2).

The Telemon's main gun is an Arachnus Storm Cannon (3). It can fire in two different modes, either high-powered laser blasts that can punch through the heaviest tank armour, or a rapid succession of smaller blasts for mowing down infantry.



1



2



3



## FIVE THINGS WE LOVE IN... SEPTEMBER

**2** Painting challenges. Armies on Parade – Games Workshop's annual army-painting challenge – is now underway, and here at head office many of us are taking part. You can see how we're doing [here](#). The members of the Studio Army Painting team also set themselves a challenge to paint new units for their Warhammer Age of Sigmar armies – you can see their creations [here](#). And last, but not least, A Tale of Four Warlords reaches its conclusion this month. See the final armies [here](#).





# PLANET WARHAMMER

## NEWS FROM MIDDLE-EARTH

Citadel Miniatures and Forge World produce a huge range of plastic, metal and resin kits for *The Hobbit: An Unexpected Journey™* Strategy Battle Game. This month, Bain, Son of Bard and his sisters Sigrid and Tilda join the battle against the forces of evil.

### BARD'S FAMILY: BAIN, SIGRID & TILDA

Though only young, Bain, Son of Bard is a descendant of the Lords of Dale and a brave and loyal fighter, just like his father. He will do anything to protect his sisters Sigrid and Tilda from harm, even taking up a sword despite his lack of years. This resin set includes all three of Bard the Bowman's children, which you can use in games of *The Hobbit: An Unexpected Journey™* Strategy Battle Game.



As Azog's Hunter Orcs swarm into Lake-town, *Bard the Bowman™* and his son Bain defend their home and family from attack.





## WEB STORE EXCLUSIVES

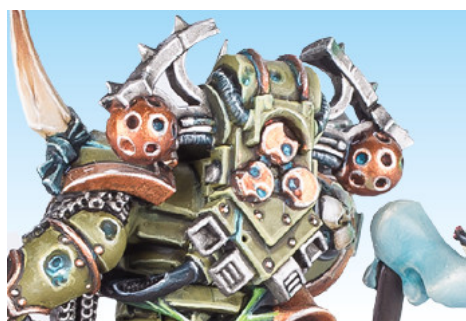
With rot and decay in abundance this month, Grandfather Nurgle saw fit to gift us with a few exclusive warriors to join the ranks of our foetid armies. This set of Plague Marines is exclusive to the Games Workshop website, so head there now to find out more!



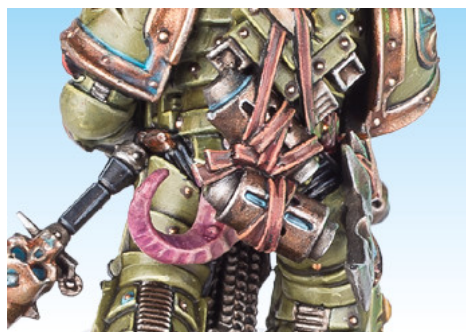
### THE PLAGUE BRETHREN

Death Guard Plague Marines are disease-ridden monstrosities that defy nature. Their bodies and armour have become so corrupted and decayed by millennia of exposure to the warp that they are barely recognisable as Space Marines any more.

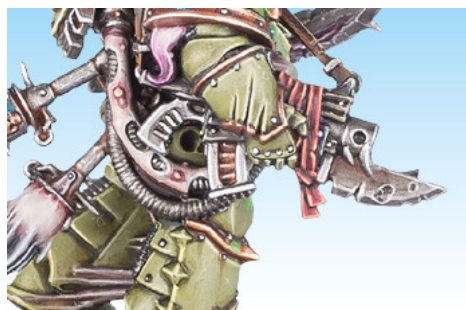
This plastic set of three models is exclusive to the Games Workshop website and a great way to add a few extra warriors to your existing units. The set also includes a set of three postcards featuring artwork of the Death Guard and an eight-page booklet that tells you more about their background along with designer's notes on the three models in the set.



1



2



3

The Death Guard wear ancient Mk. III power armour that is pitted and corroded with 10,000 years of war and exposure to Nurgle's many diseases (1).

The Plague Marine with the meltagun has spare gun barrels strapped to his back, showing how often he uses his gun and how he has had to customise it to keep it working (2).

Plague Marines are invariably mutated, their flesh and armour melding along pipes and cables. Here a tentacle is snaking out from the warrior's armour (3).



### FIVE THINGS WE LOVE IN... SEPTEMBER

**1** The number one thing we love in September has to be our celebration of 30 years of Warhammer 40,000! This month, we got to chat to designers, writers and artists about their experiences of Warhammer 40,000 over the last 30 years and take a look at what makes the game so special to many of us. You can read all about it [here](#), followed by a Battle Report [here](#) that harks back to the first Warhammer 40,000 game – the Battle at the Farm. Many Jadeberry pies were eaten during the making of this issue.





# PLANET WARHAMMER

## TALES FROM THE BLACK LIBRARY

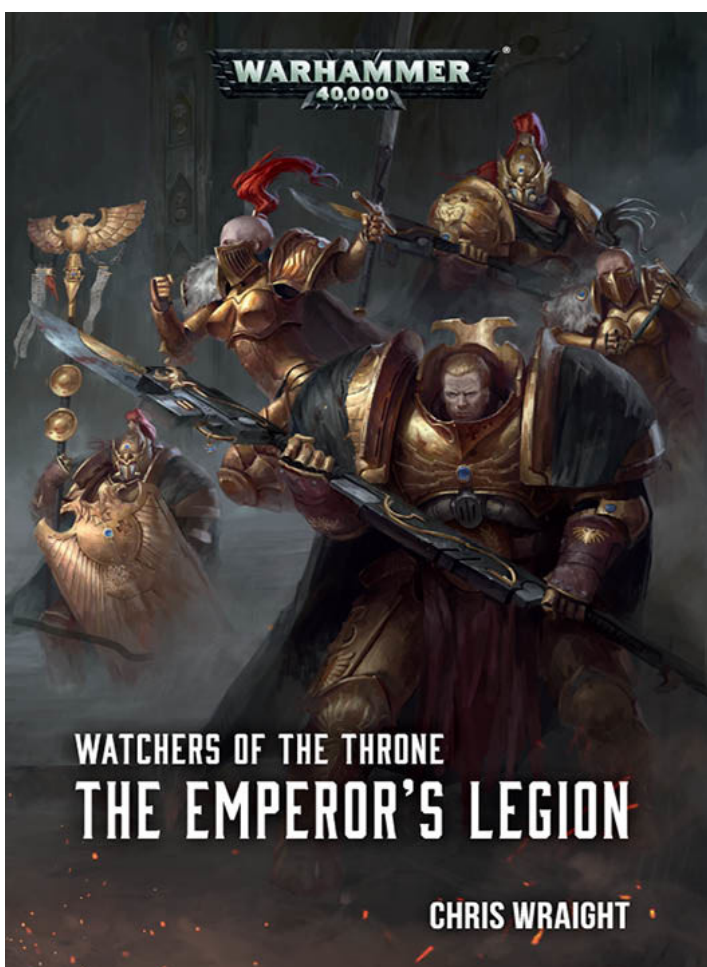
Black Library produce novels, audio books, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, the forces of Chaos have invaded all four of the new books and audio dramas. Heresy abounds!

### FEATURED BOOK

## EIGHT LAMENTATIONS: SPEAR OF SHADOWS

By Josh Reynolds | Hardback | 336 pages | 09 Sep

Eight ancient weapons lost to time and memory, weapons so powerful they can unmake gods. Now, the whereabouts of the Spear of Shadows have been discovered and the quest is on to claim it. Or rather, quests, plural, for there are a lot of interested parties involved in this awesome adventure story by Josh Reynolds. The cast of characters is huge, but every one of them gets ample page space in the novel, be they human, duardin, Kharadron, Bloodbound, Skaven Warlord, Vampire or even god. If you love games like Warhammer Quest, this novel will put you very much in mind of it, with lots of intrigue, background and exciting mini-stories that flow around the main tale that is as much adventuring as it is fighting. This book is a landmark in Warhammer Age of Sigmar fiction – a Gotrek & Felix for a new age – and we urge every Warhammer fan to read it right now!



## WATCHERS OF THE THRONE: THE EMPEROR'S LEGION

By Chris Wraight | Hardback | 304 pages | 23 Sep

If you're a fan of the Adeptus Custodes and the Sisters of Silence, then this book (which is also available as a limited edition for the truly devout) is for you. It features both of these mysterious organisations, not during the Horus Heresy, but in the wake of the Noctis Aeterna and the opening of the Great Rift. As you'd expect from a book about the guardians of Terra, this book is mostly set on Earth, which gives Chris Wraight plenty of opportunities to explore the throneworld of Mankind and explore how unstable and fractured human society has become. As the Custodes fight off a Daemonic attack on the Sol system, the Sisters of Silence are engaged on a mission to prevent the forces of Chaos blocking the warp lanes around Terra, thereby cutting Imperial forces off from each other. For the Adeptus Custodes and Sisters of Silence to be deployed in such numbers shows the true threat of Chaos to the Imperium at this time.



## CADIA STANDS

By Justin D Hill | Hardback | 272 pages | 30 Sep

For millennia, Cadia has guarded the Imperium from everything the Eye of Terror can throw at it. But now the fortress world is sorely tested as Abaddon's 13th Black Crusade ravages the Cadian system. This novel tells the tale of the Fall of Cadia from the point of view of Creed himself and others besides (including a Ratling caught in the midst of the conflict). Prepare yourself for plenty of action and a glorious amount of heroism. We know the outcome, but half the fun is in the journey getting there.



## EYE OF NIGHT

By Gav Thorpe | Audio Drama | 64 minutes | 23 Sep

Eye of Night is the first audio drama set after the Gathering Storm. At the command of Roboute Guilliman, Inquisitor Greyfax has been sent to recover the Eye of Night – an ancient artefact that could weaken the Great Rift. But she's not alone in her quest, as she is joined by Inquisitor Horst, not seen since the Gothic Wars and thought long dead. It's not going to be an easy journey for the two Inquisitors, though, for the person with the answers is the crone Moriana, who doesn't relinquish her secrets easily.



## BLACKSHIELDS: THE FALSE WAR

By Josh Reynolds | Audio Drama | 72 min | 30 Sep

Are they loyalists? Are they Traitors? Actually, the Blackshields are neither – they're Legionaries without a Legion, trying to survive any way they can as the Horus Heresy rages around them. This audio drama features the infamous Blackshield Endryd Haar as he leads his force of disillusioned Space Marines in a mission to steal Ordinatus technology from the Dark Mechanicum. But things don't quite go to plan when they end up getting caught in a battle between loyalists and traitors.



## FIVE QUESTIONS

### JOSH REYNOLDS

Josh Reynolds has written many novels for Black Library over the years for both Warhammer 40,000 and Warhammer Age of Sigmar. His recent works include the epic Black Rift of Klaxus series, Plague Garden and now *Eight Lamentations*.



**“The Smith-God was a blast to write about. I enjoyed working on all of his scenes immensely.”**

**1. This book is unlike any we've read so far for Warhammer Age of Sigmar. Where did you come up with the idea for it?**

I actually came up with the idea for the *Eight Lamentations* while I was writing *Realmgate Wars: Fury of Gork*. I needed to create an important relic for the bad guy to be looking for, so I came up with eight magic weapons, forged by the weapon-smiths of Khorne. The story all came from that tiny seed.

**2. The cast of characters is huge! Which one was your favourite to bring to life?**

It's really hard to pick just one, but it has to be Grungni. The Smith-God was a blast to write about. I enjoyed working on all of his scenes immensely.

**3. What was it like writing about Excelsis, as we've heard very little about it?**

It was a bit of a challenge. I received several documents full of information about the Founding Cities – what the major buildings were, how they're governed, the coinage, and so on – that I wanted to work into the book. *City of Secrets*, which is also about Excelsis, came out while I was working on the novel, so I had to rework some of my descriptions.

**4. If you could pick one truly weird and wonderful bit in the book, what would it be?**

Oh, definitely the Crawling City. When I created it for *Legends of the Age of Sigmar: Skaven Pestilens*, I never actually figured on revisiting it. But when the opportunity came up, I couldn't resist putting it in this novel.

**5. This book is called *Eight Lamentations*, but there's only one Lamentation featured in the story. Does that mean there will be seven more novels?**

Ha! Only time will tell...





# PLANET WARHAMMER

## VIDEO GAME NEWS

All across the world, our licensed partners are creating fantastic video games based on Games Workshop's tabletop games. This month: Total War: Warhammer II and many others besides!

### TOTAL WAR: WARHAMMER II

There's a lot of big news this month for Total War: Warhammer, so listen up!

Firstly, Total War: Warhammer II is available to pre-order now! There are four new playable races in the game, including High Elves, Dark Elves, Lizardmen and one mysterious other (place your bets now!), plus a whole new campaign to play as you fight for control of the Great Vortex. Secondly, you can't have failed to notice the free

poster that came with this issue. To the right you'll find a key for all the exciting things that are taking place in the battle-shot on the back of the poster. Lastly, if you pre-order Total War: Warhammer II (or purchase it in the first week of release), you'll get immediate access to the Norse, a brand-new race to use in game one. You might even see Wulfrik the Wanderer's dragonship enter the fray!



Rampaging Bastiladons and Terradons flinging boulders – the Lizardmen are going to have a big impact on Total War: Warhammer.



5





# LATEST NEWS



The Norse will have access to the mighty War Mammoth, alongside Skin Wolves and Fimir, bringing new challenges to the battlefield.



## THE FALLEN GATES

Embark upon a Lizardmen campaign with Kroq-Gar at the helm and you'll have a number of new Quest-Chains to embark upon. One of these is for his legendary artefact, the Hand of Gods. To earn it, Kroq-Gar must prove himself a worthy wielder in the eyes of Lord Mazdamundi.

So the ancient Slann Mage-Priest sets him a task. A contingent of High Elves, ranging far from their homeland of Ulthuan, have been spotted meddling with matters they do not understand at the Fallen Gates, an ancient portal of the Old Ones. Their intentions may be honourable, but they must be stopped, lest they summon something unspeakable by mistake. Kroq-Gar has mustered a great host, and marches upon the Asur war-host gathered at the portal.



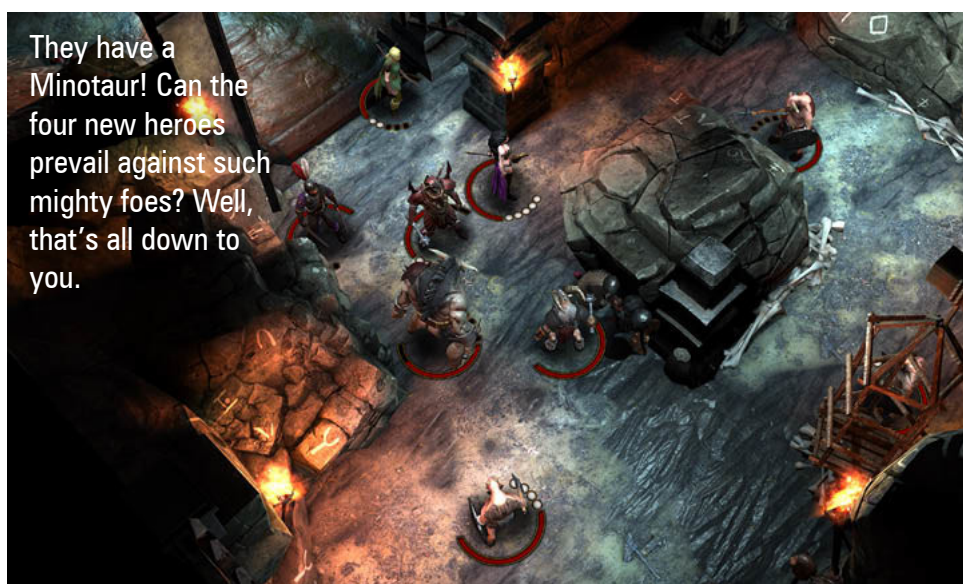


# PLANET WARHAMMER

## WARHAMMER QUEST 2: THE END TIMES



A few months ago we gave you a sneak peek at Warhammer Quest 2: The End Times. Well, now it's available to play on iOS, with an Android release set for the near future. In this edition of the classic dungeon-bash game, you have access to four new heroes – an Empire Captain, a Wood Elf Glade Guard, a Vampire Counts Blood Knight and a Dark Elf Sorceress – each of which has their own abilities. Arrayed against them are the Plague God's foul minions, including Beastmen, Plaguebearers and other unsavoury foes.



They have a Minotaur! Can the four new heroes prevail against such mighty foes? Well, that's all down to you.



As befits a game set during the End Times, Chaos is very much in the ascendency, and even the holes in the ground have teeth and tentacles. Here, Beastmen stand ready to defend their... home?

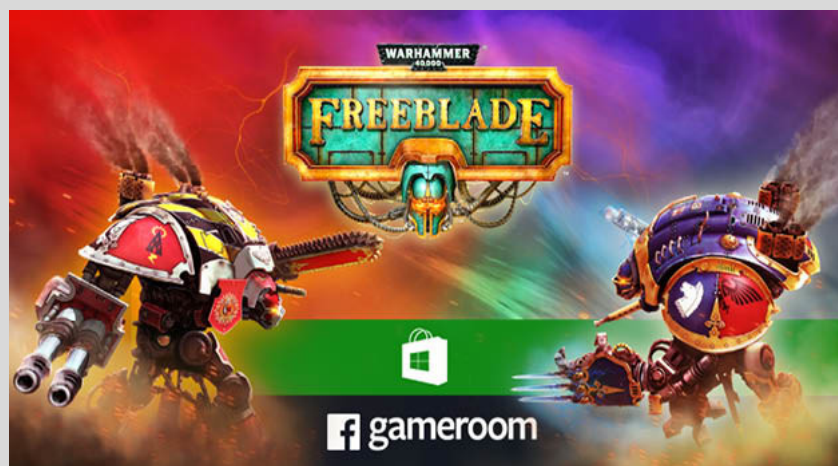
### SPACE WOLF

There's been a huge content update for Space Wolf recently – The Saga of the Great Awakening. It continues the tale of Grey Hunter Valgard Twice-Slain, but this time he's fighting the Necrons in ten new missions. Space Wolf is available on iOS and Android devices.



### FREEBLADE

Did you know that Freeblade was voted Most Beautiful Game 2016 on the Google Play store in Japan? Well, it was – true fact! Even better, Freeblade is now also available to play on your PC – you can download it from the Windows 10 store and from the Facebook Gameroom.



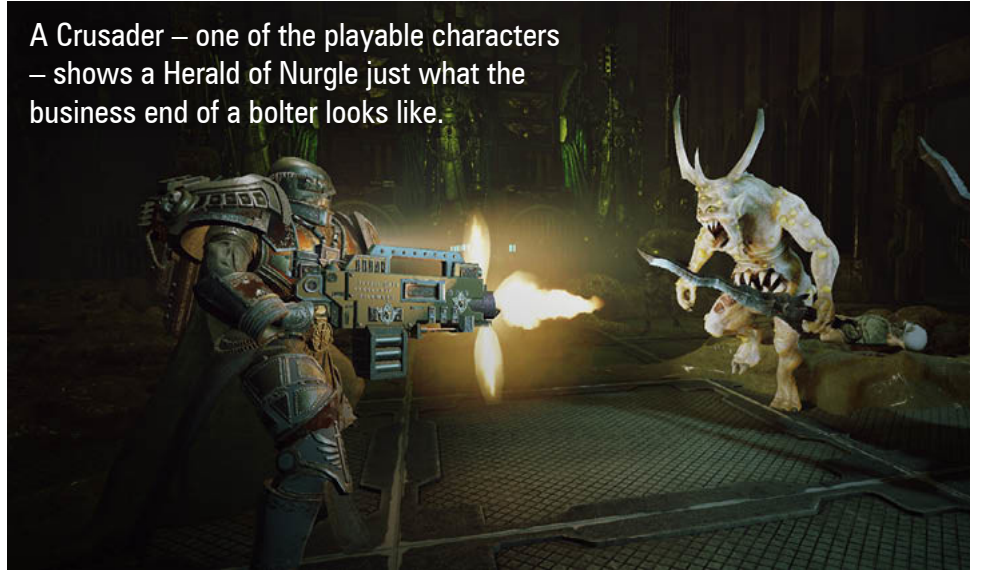


## WARHAMMER 40,000: INQUISITOR – MARTYR



Ready your bolters because Inquisitor – Martyr, the action RPG from NeocoreGames, will soon be available on early access through Steam. Players can bring the Emperor's justice to Daemons, mutants and heretics across the Imperium's many worlds, fighting either as an Inquisitorial Crusader or an Assassin. In Inquisitor – Martyr's early access period, you'll get to play it before anyone else and have a hand in making the final game – out in 2018 – that much better. You'll be doing the Emperor's work in more ways than one!

A Crusader – one of the playable characters – shows a Herald of Nurgle just what the business end of a bolter looks like.



Assassin! The characters in Inquisitor – Martyr look and feel just like the miniatures, right down to the bionics, bodysuits and skull-shaped buckles.

### DOOMWHEEL

Doomwheel is a fast-paced infinite roller in which you must build the fastest and most destructive Doomwheel possible and then run over everything in your path – from Dwarfs to other Skaven. The game's available now on mobile devices, so download it quick-quick!



### WARHAMMER 40,000: AERONAUTICA

Don your goggles and take to the skies with Warhammer 40,000: Aeronautica Squadrons, an upcoming 3D turn-based aerial combat game where you can engage in high-flying action in campaigns, singleplayer missions and multiplayer battles. We'll tell you more soon!







# 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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## GETTING THE RIGHT BALANCE

Hi, I'm wondering how the staff chose their armies for the Kharadron Overlords versus Flesh-eater Courts Battle Report in the April issue; it looks to be open play but there's no real guideline on how they ensured it was a balanced game. I'd love to have you guys include an article someday about how to approach an open/narrative (i.e. not using points) game, since the biggest limiter to using open play is the question of how you balance it so one person doesn't dominate. Thanks and keep up the great work, the new mag has been awesome!

*Wayne Molina,  
via Facebook*

**Hey Wayne. Well, it was quite simple, really. James fielded all the Flesh-eater Court units he owned – 11 in total. Dave then took a similar number of units to match him. Dave did have one more unit than James, but he didn't have such large and powerful troops as the Crypt Ghouls. That was it, really! We'll see what we can do about writing a General's Almanack about open play gaming in the future.**



## FUTURE SONS AND DAUGHTERS

I just want to say how awesome the new White Dwarfs are – the new releases and Paint Splatter keep me entertained for the entire month. Keep up the good work! However, what I

really wanted to mention is just how amazing the April issue was, it totally blew me away. Not only is the new scenery indisputably the best ever, but the Kharadron Overlords are really impressive, too. At first, I was confused. They were such an amalgamation of ideas – I wasn't sure if they were miners, businessmen, engineers or alchemists. Then I realised that they were all of them at once! The idea of cloud-mining pirates is just so brilliant that it could only be Warhammer.

Aesthetically they're possibly a bit too steampunk for my taste, but I'm still relishing the idea of seeing my friend's face when I tell him his entire unit of orruks have just been killed by my heavy duty aethermatic volley cannon. The Kharadron Overlords open up some interesting questions, though, such as since we've seen the sons of Grimnir, and the sons of Grungni, is there any chance of seeing the sons (or daughters) of Valaya soon?

Thanks for everything,

*Samuel Stewart, UK*

**Thanks for your letter, Samuel. It's great to hear you're liking the magazine and that you're getting a lot out of it. We plan to continually improve it so that every issue is the best it can possibly be (though somehow the grots do manage to sneak in typos every now and again).**

**As for the Kharadron Overlords, we think they're awesome, too. After all, we are all duardin at heart here in the White Dwarf office. And you're right, they do have some of the fanciest sounding weapons in the Mortal Realms. Will we see the daughters of Valaya, though? Well, our spies haven't seen anything, but never say never – those talented chaps and chapesses in the Design Studio could be working on anything!**

## DECLARING MY ALLEGIANCE

Dear White Dwarf,

I bought my first White Dwarf three years ago, though I haven't done much painting recently since my hobby room got turned into my son's bedroom. I will start again soon! I did read all about Guilliman's comeback, though, and the miniature for him is great. Personally I'm not a fan of the Ultramarines – they're too clean for my liking – I much prefer the Dark Angels, and the new Cypher model is awesome. I will definitely be ordering one or two of the Triumvirate boxes. I'm really excited to see what happens next in the story.

I have a question, too – I would like to buy some Warhammer merchandise. Please tell me where I can buy some T-shirts, hoodies and other stuff.

*Florian Böttcher, Heidelberg, Germany*

**Hey, Florian. We're glad to hear you're getting back into the hobby – you've come back at a very good time. What we're curious about is the fact you like Dark Angels, but also Cypher – does that mean you're a loyalist or a heretic? A tough question to answer (and one the Dark Angels often struggle with, too, we imagine...).**

**As for merchandising, we do sell lots of T-shirts and hoodies. You can find a link to them on our Licensed Products website:**

**[sales.spreadshirt.com/warhammer](http://sales.spreadshirt.com/warhammer)**

## FLYING PORTS AND FALLING CADIAN

Hello, this is my first message to White Dwarf – hope it doesn't end up too long!

So, to cut a long story short, I had considered not buying miniatures for Warhammer Age of Sigmar because I couldn't find a new 'human' army that I liked. Even the Stormcast Eternals weren't human enough for me – they were a bit too much like demigods. But then the Kharadron Overlords really caught my attention – I love their appearance and steampunk look. I have a lot of questions about these duardin, mostly about their sky-ports. Have mountain-dwelling duardin ever joined a sky-port? Or have Fyreslayers ever



been to them? Have any sky-ports already fallen, or have any turned to Chaos? I hope the battletome will answer my questions and more. Congratulations to all those who worked on the Kharadron Overlords, they really are excellent.

As for White Dwarf, I am following A Tale of Four Warlords closely – I wish James Ashbey the best of luck with his Cadians – he must surely need some encouragement after the Fall of Cadia, but it just goes to show how determined the Cadians are. His army looks to be a great choice.

*Tim Bogaers, Antibes, France*

**Thanks for your letter, Tim, and no, it's certainly not too long! Battletome: Kharadron Overlords will definitely cover a lot of your questions – there have indeed been migrants to the sky-ports and one – Barak-Thryng – even features a Fyreslayer in its heraldry. Meanwhile, Barak-Zhoff has gone missing, though whether it has crashed remains a mystery. And thanks for your thoughts on A Tale of Four Warlords, too – James has painted quite a few armoured units over the last few months, but he's finished off his challenge with something a little different. You can see his army later in the issue.**

#### **SISTERS ARE DOIN' IT FOR THEMSELVES**

We are a group of amateur miniature painters in Italy. We write to you wondering why there are so few female models in the Warhammer and Warhammer 40,000 worlds. In the novels there are female fighters, but they almost never have a miniatures equivalent. We're not asking for scantily clothed super models, but 'real' female fighters in a full armour. It shouldn't be difficult to include a few female heads in a kit – after all, the armour should cover any physical differences. Do you think you could address this point in one of your future issues, and do you know if there will ever be a move in this direction?

Thank you and keep up the good work!

*San, Fanta and friends from Bergamo, Italy*

**Hey, all! Well, simply put, there definitely seem to be more female characters appearing in Warhammer Age of Sigmar and Warhammer 40,000. You may well have seen a sneak peek of Angharad Brightshield from Shadespire, and now there's Knight-Zephyros Naeve Blacktalon from the Blight War boxed set. And don't forget Saint Celestine, too! True, they are all named characters, but maybe one day the balance will be redressed in regular units (though T'au, Eldar and Dark Eldar already have female models). Fingers crossed for the future!**

#### **30 YEARS OF CHAINSAWING**

As someone who started playing Warhammer 40,000 when it first came out, and who has enjoyed it and other lovely offerings periodically ever since, I have been deeply delighted by Games Workshop's return to making lots of finely crafted board games based around its core worlds. 'Deathwatch: Overkill' is a great homage to the wonderful 'Space Hulk', while 'Lost Patrol' is a bit of a hidden gem. I would be utterly overjoyed if Games Workshop launched a Warhammer 40,000 version of the classic 'Chainsaw Warrior' game, especially given the very high production values of its games today. Is there any chance of you considering this? My 30-year-old version still comes out now and then, and I love playing it every time, but it is showing its age (like me!). Please do consider this and make me and all the other guilty Chainsaw Warriors as happy as happy could be!

Yours, with only 60 minutes to save humanity,

*Steven Popper, UK*

**Now that does sound like a great idea, Steven! We will pass it on to our Studio team and see what they say. You never know, one day you might get to see a Space Marine fighting for survival on a besieged world, chainsword in hand. In the meantime, did you know that Chainsaw Warrior is available as a video game on Steam? There's even an add-on – Lords of the Night – in case one hour of zombie-chopping violence wasn't enough for you!**



#### **ASK GROMBRINDAL...**

**The Hammers of Sigmar Thunderhead Brotherhood must include four units of Liberators. The heraldry section in the Stormcast Eternals battletome states that retinues are identified by blue, red and cream tabards. But what colour would the fourth retinue's tabard be?**

*Phil Dodd, Witney, UK*

Another question about Stormcast Eternals. And not even a formal greeting to this question, either! Beardlings these days... In answer to your question, a Redeemer Conclave includes nine Liberator retinues. Each retinue can be identified by the colour of its tabard's trim – either red, cream or blue, as you've already noticed. However, that means there would be three colours for nine retinues. Each unit also has differently coloured buckles. The first squad wears gold, the second silver and the third bronze. So you could have three units, all with red tabards but different buckles, then a fourth retinue wearing a blue tabard. Or perhaps one red, one cream and two blue. The choice is yours.

*Grombrindal*

#### **I LOVE A GOOD STORY**

I just wanted to say that I'm really digging the narrative feel of the Battle Reports at the moment. It really beats the old grind of "I moved unit A this many inches. Then I moved unit B to face enemy unit C," and so on. The way you're doing them at the moment means I get a great idea of what's actually happening in a narrative sense without getting bogged down in the (normally less interesting) gaming details.

Sincerely,

*Nathan Pullen,  
Newcastle, Australia*

**Hey, Nathan, glad to hear that you're enjoying the Battle Reports – they are one of the most involved articles for us to create for the magazine! We always try to vary how we write and portray a Battle Report, though having a narrative focus with more rules-based information running alongside it seems to be the format that most hobbyists really like. So... hurrah!**





**30 YEARS OF WARHAMMER 40,000**



# THERE IS ONLY WAR

Since first appearing 30 years ago, Warhammer 40,000 has grown into one of the most unique, popular and admired games and settings in the world. To celebrate, this month we look back at three decades of the grim darkness of the far future.

**F**irst released in September 1987 as a single hardback rulebook titled Warhammer 40,000: Rogue Trader, the past 30 years have seen Warhammer 40,000 become a phenomenon. Through eight editions, dozens of supplements and innumerable miniatures, as well as a host of novels, comics, computer games and an animated film, its contrast of far-future warfare and high technology with gothic darkness and dark age superstition has captured the imagination of millions.

Warhammer 40,000's appeal is multifaceted –

## **FORTY, 'KAY?**

Warhammer 40,000 derives its name in part thanks to its similarities to Warhammer, which predated it by four years. The plan was always to add a futuristic-sounding number to the title and – following the maxim that if you're going to go big, go really big – 40,000 was chosen.

everyone has their own favourite aspect from amongst its mixture of miniatures, game, art and story – but this unique blend of elements underpins it all and, in fact, has been central to its success since the beginning. “We call it a fantasy game set in the far future... a sort of science fantasy,” wrote Rick Priestley, in September 1987's White Dwarf 93, in his designers' notes for the original release of the game. If ‘science fantasy’ doesn't quite capture it completely, it's still clear to see what he meant. From its inception, Warhammer 40,000 has been a tale of mankind's crumbling empire fighting for its very survival, where the ignorant





clinging to relics of the past and a theocratic nightmare regime rules in the name of a dead-but-undying Emperor, where alien races are capricious mortal threats, and horrors beyond comprehension occur daily. Even then, the cruellest part of it all is that this is what humanity believes is needed just to survive. It's this depiction of a truly dark future that's inspired not only legions of gamers, modellers and painters down the years, but also fuelled the imagination of the sculptors, writers and artists behind it as well.

This characteristic sense of the 'grim darkness of the far future' defines and pervades each of the cornerstones on which Warhammer 40,000 rests – the game, the miniatures and its background and imagery. Armies like the Sisters of Battle look like they've walked straight out of a John Blanche sketch, while newer factions like the Adeptus Mechanicus draw on decades of art and background to produce truly Warhammer 40,000 miniatures. On the battlefield, high-tech superweapons, walking tanks and genetically engineered

supersoldiers meet with ancient battle tactics and mystical warp powers. And in that lies another hallmark of Warhammer 40,000 – the way these elements inform each other gives players and collectors an unparalleled sense of emotional investment in their armies. The models become more than carefully painted plastic figures, more than strategic tokens on a game board; they become the warriors and heroes of the 41st Millennium.

And that barely scratches the surface of Warhammer 40,000 and its success over these past 30 years. So, read on as we delve deeper into the grim darkness of the far future, how it all began, and the miniatures, books and art that bring it to life today...



## TOP FIVE: THOUGHTS FOR THE DAY

Our favourite advice for life in the grim darkness of the far future.

5. "Hope is the first step on the road to disappointment."
4. "An open mind is like a fortress with its gates unbarred and unguarded."
3. "Innocence proves nothing."
2. "Victory needs no explanation, defeat allows none."
1. "Only in death does duty end."



# 30 YEARS OF WARHAMMER 40,000



## 30 YEARS OF THE FAR FUTURE

With 30 years of history, there's been more than a few moments of note – landmark miniatures, the first of a new kind of supplement and the start of each fresh new edition of Warhammer 40,000...

### 1986 THE FIRST MINIATURES

Hinting at the forthcoming new game, Citadel release a limited edition Space Orc – who would become the very first Warhammer 40,000 miniature.

### 1987 ROGUE TRADER

The first edition of Warhammer 40,000, Rogue Trader, is released, introducing the Imperium of Man, the alien races of the galaxy and the iconic game itself.

### 1988 CHAPTER APPROVED

The first supplement for Warhammer 40,000 is released – including army lists for Eldar Raiders and what was to become the Imperial Guard.

### 1990 ON THE PATH

In a classic feature dominating July 1990's White Dwarf 127, Jes Goodwin and Rick Priestley lay the foundations of the Craftworld Eldar.

### 1990 REALM OF CHAOS

Chaos is unleashed on the Warhammer 40,000 galaxy as the Realm of Chaos books – Slaves to Darkness and The Lost and the Damned – are released.

### 1992 SPECIAL CHARACTERS

Commissar Yarrick and Ghazghkull Thraka are released – the first Warhammer 40,000 special characters.

### 1993 THE DEPTHS OF SPACE

The Tyranids get their first army list, which introduces Tyranid Warriors and the infamous 'Screamer-Killer' Carnifex to Warhammer 40,000.

### 1993 SECOND EDITION

The first Warhammer 40,000 boxed set featured 80 plastic miniatures – Space Marines and Orks – and rules more suited to bigger battles.

### 1994 CODEX: SPACE WOLVES

The first codex for Warhammer 40,000, Codex: Space Wolves, is released, ushering in an iconic format central to the game ever since.

### 1995 WORLDWIDE CAMPAIGN

Games Workshop's first worldwide summer campaign, Ichar IV, takes place, setting the groundwork for the Third War for Armageddon in 2000.

## YEARS IN THE MAKING

The original Warhammer 40,000 rules were a project long in development. Originally intended as some free rules to be given away to Mail Order customers, by the time the original Warhammer 40,000: Rogue Trader rulebook emerged in 1987 it was a much grander thing altogether. Its 280 pages presented Warhammer 40,000's distinctive, dark vision of the future – the Imperium, the Adeptus Mechanicus, the Astronomican, the Administratum of Terra, several alien races and, not least, the Space Marines all fully formed and still recognisable today as the cornerstones of the game's unique appeal.

Somewhat further removed was the game itself. Initially envisaged as a story-led affair involving a gamesmaster, it was clear pretty early on that the demand from players was for larger battles featuring whole armies – a trajectory the game has been on ever since – not least owing to the sizeable and growing ranges of Space Marines, Orks, Eldar and others emerging rapidly from Citadel's Design Studio. A second edition of the game in 1994 featured rules tailored to battles featuring whole armies made up of multiple squads and vehicles. Even this proved only a halfway house, however, with many players favouring armies much larger than the 30 or 40 models to which the rules were really suited. A further ►

## WHITE DWARF'S TOP FIVE: WORLDS OF THE IMPERIUM

With a million worlds in the hands of the Imperium (or so it is said), there's tough competition for the top worlds across the entirety of the galaxy...

5

### CADIA

Despite it falling in the Gathering Storm, Cadia held out against the forces of Chaos for 10,000 long years of war.

4

### ARMAGEDDON

The charmingly named hive world became the focus of three titanic wars – and hides a dark secret about its origin...

3

### MARS

The heart of the Cult Mechanicus, Mars is arguably the second-most important world in the entire Imperium.

2

### MACRAGGE

Homeworld of the Ultramarines, Macragge resides at the heart of its own stellar empire.

1

### TERRA

The Throneworld, the centre of Mankind's galactic domain and the resting place of the God-Emperor of Mankind.







Always epic in the scale and scope of its universe and imagery, today games of Warhammer 40,000 regularly see Primarchs bestriding the battlefield.



► step change was required, which came in the shape of 1998's third edition, making it easier than ever to play massive battles featuring armies of near unlimited size. While continuing to develop over the next few editions, this generation of rules would provide the backbone of the game for much of the next 20 years.

By this time, Warhammer 40,000's dark gothic imagery had become firmly established, too, with many seminal pieces of artwork from the period continuing to appear in rulebooks and codexes to the present day. The second edition of the game ushered in codexes, providing dedicated supplements for each faction for the first time, markedly broadening and deepening the scope of the universe's background.

2006 saw the dawn of war on a new scale, with the release of Warhammer 40,000: Apocalypse, providing rules for the biggest battles ever, incorporating the multitude of tanks, flyers and even super-heavy vehicles now available in plastic. Initially limited to these huge Apocalypse games, it's a continuation of the way the game has evolved over the years that these lords of war are now a staple part of most armies and, with this year's new edition, incorporated into the game's core rules. As was predicted long ago, in the grim darkness of the far future, there is only war...

#### 1997 SISTERS OF BATTLE

The Adepta Sororitas join the armies of the Imperium with a full range of metal miniatures. Elsewhere, White Dwarf introduces the first Necron miniature.

#### 1998 THIRD EDITION

The third edition of Warhammer 40,000 further develops the rules towards big battles and introduces a sinister new race, the long-awaited Dark Eldar.

#### 2000 THE GREATER GOOD

The T'au emerge, a hopeful (or perhaps naive) new presence in the galaxy.

#### 2002 THE NECRONTYR

The first Codex: Necrons reveals the origins of this awakening threat.

#### 2004 THE BATTLE FOR MACRAGGE

A new Warhammer 40,000 boxed set is released, set during the battle for Macragge. It even includes an Imperial pilot and crashed lander.

#### 2007 APOCALYPSE

The Apocalypse expansion opens the door to huge Warhammer 40,000 battles and brings the Baneblade and Stompa to the tabletop.

#### 2008 ASSAULT ON BLACK REACH

The boxed set for the new fifth edition sees the Space Marines again doing battle with the Orks.

#### 2009 PLANETSTRIKE

A brand-new supplement brings planetary invasions to games of Warhammer 40,000.

#### 2012 DARK VENGEANCE

Pitting the Dark Angels against the Crimson Slaughter Chaos Space Marines, Dark Vengeance signals the sixth edition of Warhammer 40,000.

#### 2014 IMPERIAL KNIGHT

The Imperial Knight is released, bringing one of the 41st Millennium's iconic machineries of war to the tabletop.

#### 2014 TACTICAL OBJECTIVES

The update seventh edition of the Warhammer 40,000 rules introduce Tactical Objectives for the first time.

#### 2015 ADEPTUS MECHANICUS

A mysterious feature of the background for decades, the Adeptus Mechanicus are launched as an army at last.

#### 2016 GENESTEALER CULTS

After more than 20 years lurking in the shadows, the menace returns.

#### 2017 GATHERING STORM

Abaddon's 13th Black Crusade throws the galaxy into turmoil...

#### 2017 DARK IMPERIUM

...before the Great Rift opens and a new edition of the game ushers in the age of the Dark Imperium.





# 30 YEARS OF WARHAMMER 40,000

One of the most significant elements of Warhammer 40,000's success over the last 30 years has been its artwork. Countless talented illustrators have worked for Games Workshop over the years, every one of them adding depth and breadth to this incredible universe. Foremost among them is John Blanche, who was right there at the start when the idea of a 'science-fantasy' game was first pitched. He worked on some of the first concept designs for the miniatures, helping develop the look and feel of Space Orks, Eldar, Chaos and Space Marines. The rulebooks and codexes for the second edition of the game featured many of John's black-and-white sketches,

drawn in a frenzy one afternoon while lying on his living room floor. John's style – in his own words, "rough and sketchy" – helped define the intense, oppressive, baroque look we've come to associate with Warhammer 40,000. One of the greatest examples of John's work is the box cover of the third edition of the game, shown here, which features an army of Black Templars. "This was my attempt to engage with the purity of purpose that a Space Marine has," says John. "They are warrior monks, holy crusaders and avenging angels. Their role is simple – to slay the enemies of the Emperor."









# 30 YEARS OF WARHAMMER 40,000



## TOP FIVE: BIONIC EYES

What's better than a lovely pair of eyes? One regular eye and one shiny bionic, of course!

### 5. BROKEN EYE

Chaplain Cassius lost his eye (and most of his face) to a Carnifex attack. Ouch!

### 4. BAD EYE

Orky pirate Kaptin Badrukk's bionic eye is so flash, it even has an eye patch on it.

### 3. OLD EYE

Librarian Ezekiel lost his eye fighting Orks, and has never had the crude bionic replaced.

### 2. DRAGONGAZE

Krom Dragon gaze has quite a glare, made all the more intense by his shiny red bionic.

### 1. BALE EYE

Commissar Yarrick can fire laser bolts from his eye. Now that's a neat trick!



## ART OF THE DARK MILLENNIUM

The look of the Warhammer 40,000 universe is a product of the work of the many artists that have worked on it over the years, from the very first edition of the game down to today. Art styles may evolve, and new subject matter appear, but the core essence of what makes Warhammer 40,000 look the way it does has not changed.

"Warhammer 40,000 is, to me, a pure anglysh (English) view of medievalism in space," writes John Blanche, with his usual esoteric choice of spelling. "It's full of fear, superstition, conflict and servitude and that's what we aim to show in the artwork." The Imperium of Mankind is the lens through which most of these emotions and themes are explored in the artwork, for it is inarguably the darkest and most sinister of all the factions in Warhammer 40,000. It is a society of oppression and misery, where technology and progress are regarded with superstition, and freedom of thought is tantamount to heresy. There is a strong emphasis on faith and duty, of fealty to the Emperor and punishment for the smallest transgression. And, of course, in the grim darkness of the far future, there is only war, which is the underlying theme of the 41st Millennium. Exploring the essence of

Warhammer 40,000 through the artwork has been a lifetime's work for the Studio's art department. "Over the years the stories have become even more heavily based on war and the artwork has responded in kind to become darker and more apocalyptic," continues John. "We're showing the end of all things, of Mankind fighting for survival. It has to be intense and emotive. But remember, the purpose of the art is to explain and provide context for the miniatures that we build and paint for our battles – to give them worlds to live in. If it did not do that, it would not be doing its job."

### THE CRIMSON FISTS – A WAR WITHOUT END

"I'm a big fan of Warhammer 40,000 art, so it was a real honour to be asked to pay homage to the classic Rogue Trader cover," says illustrator Igor Sid. "I kept the original composition of the piece – the epic last stand – with Lieutenant and Ancient in the centre. I tried to add unique details to each Space Marine, just like the original, to show that these warriors are veterans, born survivors."



**"There is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods."** - Unknown



The box cover for Dark Vengeance pitted the Dark Angels against the Crimson Slaughter, the first time a Renegade Chapter had graced a box cover.





The Battle for Macragge boxed set featured this piece of art, which shows the Ultramarines battling the Tyranids of Hive Fleet Behemoth.

## TOP FIVE: PAINFUL DEATHS

Death is never going to be nice, but these five souls really didn't know what hit them.

### 5. MAKARI

Makari the Grot was Ghazghkull Thraka's lucky banner wava. He got sat on. Not so lucky now, eh?

### 4. JARRAN KELL

The fabled standard bearer died defending Cadia, his neck snapped by Abaddon the Despoiler.

### 3. VULKAN

Vulkan has had many painful deaths. We reckon stabbed with a fork tops the list.

### 2. TYCHO

Brother-Captain Tycho died in the throes of the Black Rage surrounded by dead Orks. What a guy.

### 1. SANGUINIUS

10,000 years before Jarran Kell was killed by the Talon of Horus, Sanguinius was also strangled by it.



## THE SUPPORTING CAST

We all love an epic battle scene or character vignette but the supporting cast of spot illustrations that has appeared in rulebooks and codexes over the years has been essential to conveying the universe's look and feel. They may be small, but these pictures truly are

worth a thousand words, encapsulating one or more of the dark, morbid and sometimes unwholesome aspects of Warhammer 40,000 – be it winged skulls, ancient tomes or hunched, mechanically augmented scribes – in barely an inch or two of space.





# 30 YEARS OF WARHAMMER 40,000







## THE XENOS RACES – THE DYING AND THE GREAT DEVOURER

While the war between the Imperium and the forces of Chaos rages on, the alien threat is never far away. Over the last three decades, new races have grown from tiny alien seedlings into the armies we field on the tabletop today, but some were right there at the very start. Among those very first aliens were the Eldar and the Tyranids, both of which were featured in *Rogue Trader*. The Eldar were described as an ancient galactic power that sometimes allied with Humanity but was clearly more technologically and psychically advanced. The Tyranids, on the other hand were not featured in quite so much detail but they (and the Genestealers, who had a truly disturbing illustration) were mentioned in the book's bestiary. Since those early days the Tyranids have become a far greater threat to the Imperium and, at times, possibly even the greatest one, for their plans and methods are unfathomably alien and their numbers entirely uncountable. They represent the horror of the unknown, while the Eldar are the embodiment of the galaxy's spiritual decline and the loss of innocence. But the Eldar still have a role to play in the future of the galaxy, for they pull the strings that make many puppets dance...

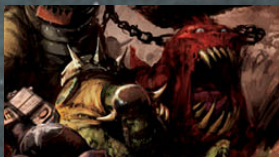


## TOP FIVE: LOYAL PETS COMPANIONS

Many great heroes are accompanied to war by faithful companions or crazed beasts.

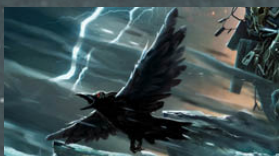
### 5. ATTACK SQUIG

Less of a loyal companion and more of a rabid ball of ferocious hunger, an attack Squig is a pet to be rightly feared!



### 4. PSYBER-RAVEN

Psyber-ravens often accompany Space Marine Librarians into battle. This is Nightwing, Njal Stormcaller's familiar.



### 3. HAMADRYA

Huron Blackheart's Daemon-familiar is known as the Hamadrya. It's arguably the ugliest pet around.



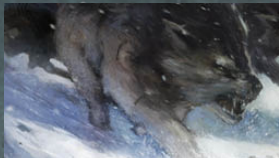
### 2. GYRINX

Eldar, on the other hand, know how to find stylish pets. The feline Gyrinx is a psychic conduit for Eldar mind powers.



### 1. FREKI & GERI

Leman Russ's very own Thunderwolves, Freki and Geri top the list of best pets. Their current fates are unknown.



## CITADEL MINIATURES: MASTERS OF THE BATTLEFIELD

Warhammer 40,000 would most certainly not be the behemoth we know today without miniatures. In fact, the first miniatures – the limited edition LE1 Space Orc and LE2 Space Marine – predated the game by more than a year. They were so popular that the miniatures designers made a few more of them. Then a few more. The rest, as they say, is history, and those first models became the forefathers of the colossal range of Citadel miniatures that we have today. But what is it that makes a model a Warhammer 40,000 one?

"You can look at a Warhammer 40,000 miniature from one angle and they look like they're from a futuristic setting," says Miniatures Designer Steve Buddle, who recently worked on the Belisarius Cawl and Inquisitor Greyfax miniatures. "They've got guns and laser cannons and robotic bits. But look beneath the surface and you'll see that actually they're part of a fantasy world – these are clearly space warriors but they're carrying swords and

shields and they wear cowls like monks or wizards. There's a degree of insanity to them, too – when you start to really look at the miniatures, to scrutinise them, you see they have skeletal mechanical limbs or weird charms and trinkets. They wear candles. Not carry them – wear them. They have the skulls of deceased comrades floating around them taking notes with quills and ink. They go to war wearing smoking censers, leather-bound books and reliquaries with skulls in them. And purity seals – surely they're not even slightly sci-fi! There's an element of absurdity to Warhammer 40,000, but it's scarily plausible, that's what makes you shudder a bit."

The first Warhammer 40,000 miniatures were almost all small infantry models, such as Orks (soon given the familiar 'k' instead of a 'c'), Imperial Guardsmen, Eldar Guardians and, of course, Space Marines. One of the first plastic kits was the RTB01 set ('Rogue Trader Box 01'), which veteran Miniatures Designer Aly



In years gone by, most armies were entirely made up of infantry units. They're still the core of most forces, but now they're supported by war machines.





The Imperial Knight added a new scale to games of Warhammer 40,000, enabling you to field an entire army of super-heavy walkers. Eeeep!

## WAR MACHINES OF THE FAR FUTURE

The first plastic vehicle kit for Warhammer 40,000 was the Rhino (RTB04), which came out in 1988, swiftly followed by the Land Raider, Predator and Ork Battlewagon. At the time, the kits had pretty simple designs – the Rhino, for example, used the same frame for both the top and the bottom of the vehicle chassis, you just assembled one half of it upside down!

It wasn't until the second edition of the game, though, that vehicles started to make regular appearances on the battlefield. The Leman Russ appeared in 1994, followed a few years later by the Eldar Falcon Grav-tank. And from that point on, vehicles just kept rolling out of the manufactorum.

The arrival of the Necrons in 2002 saw the release of the largest vehicle to date – the Monolith. And then things got seriously big! The Baneblade made its debut in Warhammer 40,000 Apocalypse in 2007, followed a couple of years later by the even bigger Ork Stompa.

In 2009, another evolution happened and vehicles took to the skies. The Valkyrie (previously made by Forge World) made the leap from resin to lightweight plastic. So popular was the Valkyrie that many other flyers soon appeared in Warhammer 40,000, such as the Dark Eldar Razorwing and the Necron Night Scythe. But what will the future bring for vehicle kits?

## MACHINERIES OF WAR WHITE DWARF'S TOP FIVE:

Titans, tanks and starships – the 41st Millennium plays host to countless destructive war machines. As is so often the case, though, it's Humanity that created the most destructive of them all...

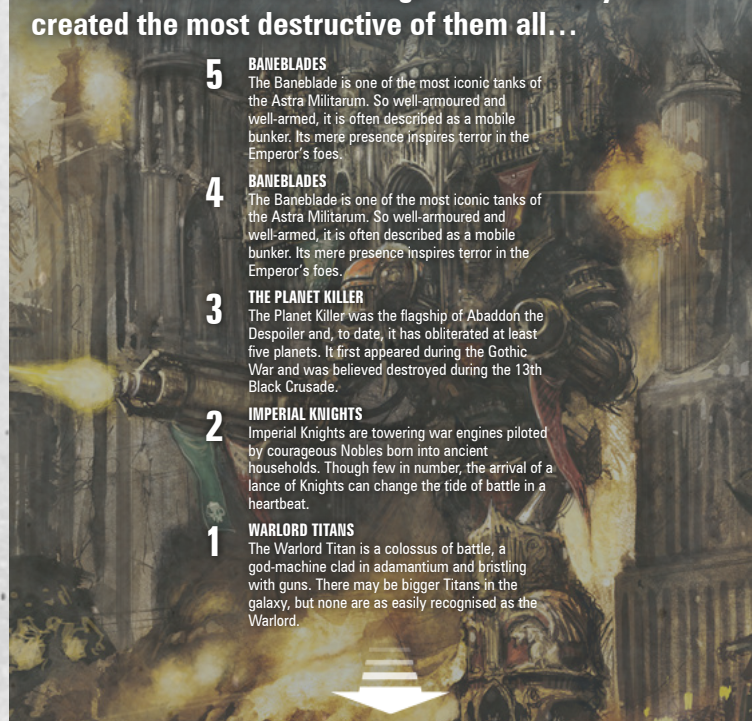
**5 BANEBLADES**  
The Baneblade is one of the most iconic tanks of the Astra Militarum. So well-armoured and well-armed, it is often described as a mobile bunker. Its mere presence inspires terror in the Emperor's foes.

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**3 THE PLANET KILLER**  
The Planet Killer was the flagship of Abaddon the Despoiler and, to date, it has obliterated at least five planets. It first appeared during the Gothic War and was believed destroyed during the 13th Black Crusade.

**2 IMPERIAL KNIGHTS**  
Imperial Knights are towering war engines piloted by courageous Nobles born into ancient households. Though few in number, the arrival of a lance of Knights can change the tide of battle in a heartbeat.

**1 WARLORD TITANS**  
The Warlord Titan is a colossus of battle, a god-machine clad in adamantium and bristling with guns. There may be bigger Titans in the galaxy, but none are as easily recognised as the Warlord.





# 30 YEARS OF WARHAMMER 40,000

## TOP FIVE: BIG IDEAS

In the far future, everyone thinks their way is the right way...

### 5. GREATER GOOD

The poor T'au – so naive in the ways of the galaxy. Unity, co-operation and peace will never work.

### 4. PRESERVATION

Even hiding in stasis tombs for 60 million years didn't save the Necrons. War was waiting for them.

### 3. RESURRECTION

Resurrect a god of the dead – a great idea by the Ynnari. We can't see a downside...

### 2. CONQUER!

We're all humans, so we should rule the galaxy, right? A sound Imperial plan that's still work in progress.

### 1. DESTROY!

But the followers of Chaos have other ideas. And it looks like theirs are finally coming to fruition.

► Morrison worked on way back in 1987. "Space Marines are pretty clean miniatures with smooth lines and relatively few textures such as fur and chain mail," says Aly. "But then John Blanche got his hands on the miniatures we'd created and painted them in his own brooding style, in the colours of the first Space Marine Chapters, and suddenly we realised that the clean, neat miniatures we'd designed looked so much better when they were dark and filthy. It looked like they were on an endless crusade, fighting an eternal war. Which, of course, became the background for the Space Marines over the following years.

"What really made Warhammer 40,000 miniatures so unusual, though, was that, back

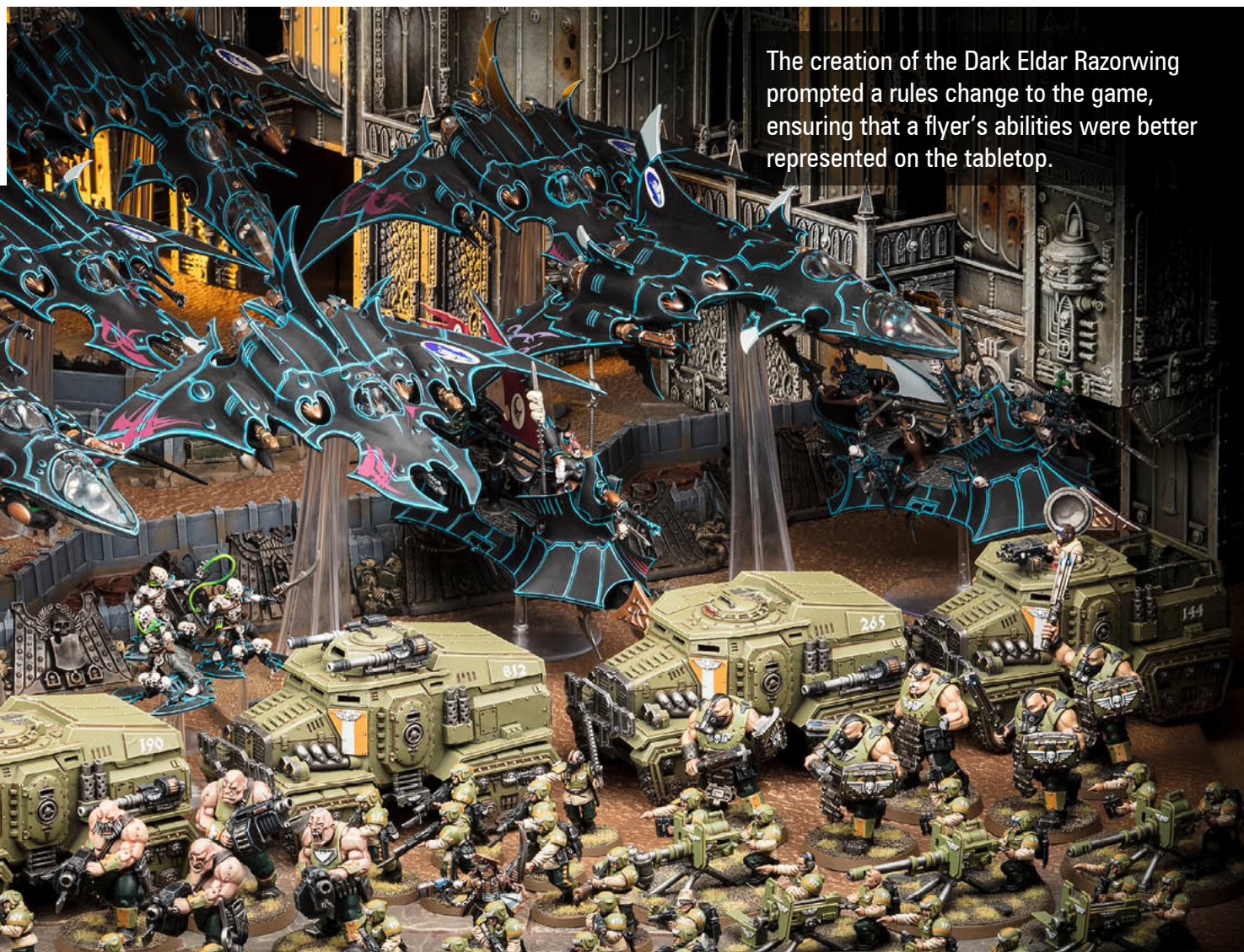


"In the grim darkness of the far future, there is only war."

- Unknown

in the 1980s, most TV and movie sci-fi was quite clean – there was always that bright new future on the horizon and an element of hope. There is virtually no hope in Warhammer 40,000 and even the best-case scenario is pretty bleak. Everything's imperfect and broken and we tried our utmost to convey that story through the miniatures. It took a few years to figure out exactly what the style for Warhammer 40,000 would be (hint: skulls!) but by the early '90s we were flying. In part, this was down to the artists – they were coming up with so many ideas and concepts, which we then made into miniatures. Then they took the miniatures we'd made and drew illustrations of them. It's a cyclical process that continues to this day."

Many of those early illustrations were instrumental in the design of Warhammer 40,000 armies. The Adeptus Mechanicus, which became a collectable army only two years ago, appeared decades before in the art, yet never really had miniatures aside from a few Tech-Priests and Servitors. It was an idea that took Miniatures Designer Jes Goodwin many years to bring to fruition. "We always had something else to make first," says Jes. "Space Marines, Orks, Eldar, Tyranids – there were so many armies that had so many ideas already underway that we had no time for the Adeptus



The creation of the Dark Eldar Razorwing prompted a rules change to the game, ensuring that a flyer's abilities were better represented on the tabletop.



Mechanicus. Then they kind of faded into the background of Warhammer 40,000, but they were always such a crucial component of the 41st Millennium, not just in terms of the background, but in the look and feel of the miniatures. For me, they really capture the nightmare future of Humanity that we've worked so hard over the last few decades to develop – there are few things as grim as cyborg humans with mind-wiped brains, metal legs and radiation poisoning going to war for an uncaring master. Lead-lined robes, radiation monitors, leather backpacks, arcane-looking guns, gas masks and sallet helms. Every army has their own look, but the Skitarii really capture the very nastiest, cruellest aspects of the Imperium.”

But it's not just Imperial models that capture the grim, dark feel of Warhammer 40,000. Chaos Space Marines wear their sins on the outside, their corrupted armour and physical mutations a representation of their wicked souls, while Daemons are warped and twisted parodies of the emotions they feed on. The Aeldari wear masks to conceal their war faces – not only from their foes, but from each other – and carry spirit stones to protect their vulnerable souls, while the Drukhari have given in to their base desires, covering their armour in spikes, chains and blades to better harm those around them.

# WHITE DWARF'S TOP FIVE: RETURNS FROM THE DEAD

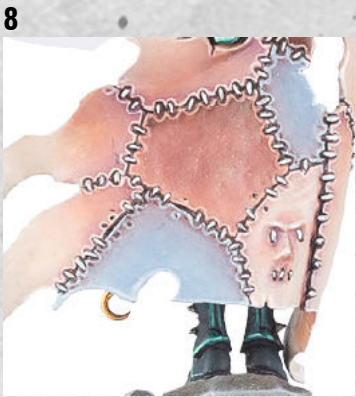
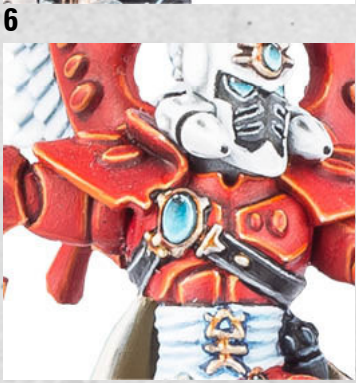
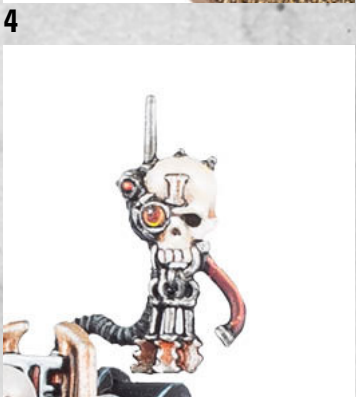
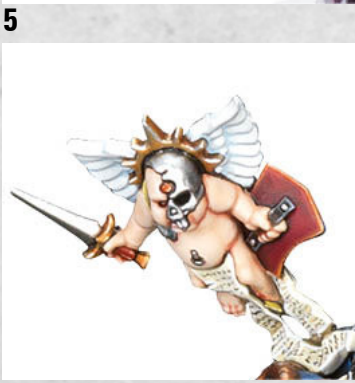
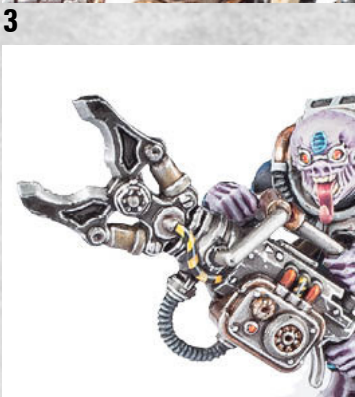
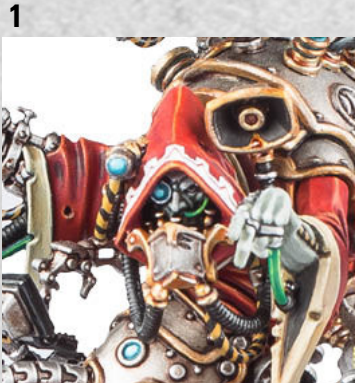
Whether by technology, sheer determination or a bit of old-fashioned space magick, some warriors just don't know when to stay down. These are the ones that returned... from the dead (well, dead-ish)!



- 5 THE WULFEN**  
The 13th Company of the Space Wolves was believed lost when it pursued the Thousand Sons into the warp following the Battle of Prospero. It wasn't lost, though, it was just on a 10,000-year hunt.
- 4 OLD ONE EYE**  
Shot in the brain and left for dead on Calith, Old One Eye was frozen in ice until some foolish smugglers thawed him out. Big mistake! Old One Eye was shot again by Sergeant Telion but the body was never found.
- 3 THE PRIMARCH VULKAN**  
Shot, beheaded, vapourised, thrown into space, burnt up on re-entry into a planet's atmosphere and stabbed by a Primarch-killing weapon. And still Vulkan lives! Quite what he's up to now, though, is a mystery...
- 2 THE NECRONS**  
The Eldar hoped they were long dead, but in reality the Necrons were asleep in buried tomb cities for over 60 million years. We've known some lazy people, but that is quite an impressive lie-in!
- 1 THE PRIMARCH ROBUTE GUILLIMAN**  
Mortally wounded by his Daemon brother Fulgrim and preserved in his last moments by a powerful stasis field, it seemed unlikely that Roboute Guilliman would ever walk again. Then the Ynnari came to Macragge.

## DEFINING THE GRIM DARKNESS

The different factions of the Warhammer 40,000 universe all have their own distinctive look, but there are elements about all of them that define the fantastical nightmare world that we know and love. It's these design cues that help explain the different armies and races and the worlds they inhabit. Every little detail has been carefully thought about and adapted over the years – they're not sculpted on a whim. They hint at gods and monsters, at ancient rituals and tragic, long-forgotten tales. They're what makes the Warhammer 40,000 universe such a unique and unusual place for us to immerse ourselves in and the miniatures so fun to build and paint.



Wax and parchment purity seals (1) are a record of a warrior's battle oaths. They can also show that a weapon or piece of wargear has been sanctified – and how much faith the Emperor's servants put in their wargear. The Crux Mechanicus (2) also appears on Imperial vehicles – it is an appeasement to the Machine God, a portion of whose essence resides within every machine. Bio-mechanical augmentation is also a common theme in Warhammer 40,000 (3) and makes defining 'life' very difficult indeed.

Technology is often portrayed as arcane or unreliable despite being futuristic. Anti-grav technology (4) is regarded as almost magical, while some weapons are little more than repurposed tools, showing that war really does permeate every aspect of life (5). Then there are Servo-skulls (6) – the remains of Imperial servants immortalised as robotic helpers. Cherubs (7), normally seen as angelic beings, fulfil a similarly creepy role.

Aeldari Spirit Stones (8) tell of the existence of souls and life energy, but also the depravations of cruel gods, while the skeletal Necrons (9), who are neither organic nor mechanical, are a prime example of how a godly gift can have tragic consequences. But then, cruelty is a common theme in Warhammer 40,000 – a cape is as likely to be made from a fallen foe as an animal (10).






# 30 YEARS OF WARHAMMER 40,000







Warhammer 40,000 has long been about the biggest battles. From the cover of the second edition boxed set to the apocalyptic pieces seen in codexes and rulebooks today, the artwork has always encapsulated the idea of a future where there is only war, depicting enormous warmachines and horizon-spanning armies. It wasn't always possible to recreate on the tabletop, though – especially early on when the biggest vehicle you could get your hands on was a Land Raider and your army was made of lead. Still, many players hungered to recreate battles with hundreds of infantry and super-heavy tanks like they'd seen in the art – a desire that became more and more realistic with the release of more and more plastic kits and which was finally fully realised with the release of Warhammer 40,000: Apocalypse, in 2007, which enabled players to fight battles of previously unseen size. In a trend discernable over the history of the game, the rules today make these gigantic battles easier to fight than ever before, without the need of a raft of extra special rules, the core rules themselves equally well suited to battles of any size.



# 30 YEARS OF WARHAMMER 40,000

## TOP FIVE: ICONIC WEAPONS

There is only war, and there's plenty of guns to prosecute it.

### 5. ASSAULT CANNON

Six barrels of white-hot death, the assault cannon has your back in the depths of space hulks.

### 4. PULSE RIFLE

The standard weapon of the Tau Fire caste, outshining lasguns and bolters alike.

### 3. SHURIKEN CATAPULT

The signature weapon of the Aeldari – graceful and deadly, like its wielders.

### 2. POWER FIST

A mechanical glove able to punch straight through pretty much anything – walls, tanks, people...

### 1. BOLTER

The humble boltgun, to give it its full title, has kept the galaxy in the hands of Humanity for over 10,000 years.

## GRIM DARKNESS ON THE TABLETOP

At the heart of Warhammer 40,000 is the game itself. The game's appeal has always been a product not just of its rules but of the peculiar appeal of the Warhammer 40,000 universe itself, not to mention its many warring armies – the look and feel of the nightmare future of the 41st Millennium has always inspired the game.

"The background has always been what's driven the rules," says Jervis Johnson, a Games Workshop veteran who has worked on every edition of Warhammer 40,000 since the very start. "The grim, dystopian aspect of the setting – the meshing of the far future and the past – has sat at the centre of the game from the beginning. Rather than taking a leaf out of how future warfare probably will be, Warhammer 40,000 owes more to the past, which is why close combat plays such an important role, for example – it creates plenty of opportunities for valiant heroism on the tabletop, like the classic duel between generals atop an objective."

"The background of Warhammer 40,000 – and the miniatures – is at the heart of what we do," says Robin Cruddace, one of the key architects of the latest incarnation of Warhammer 40,000. "The rules we write are describing those awesome models in that grim and dark setting."

"There's also always been the physical aspect to Warhammer 40,000," says Phil Kelly, one of the Design Studio stalwarts. "It's always had the feel of individuals as part of a unit, rather than impersonal blocks of soldiers ranked up. One of the most striking elements of it, that's never left it through the revisions, expansions and new editions, is the almost cartographic feel of the game – there's a strong element of

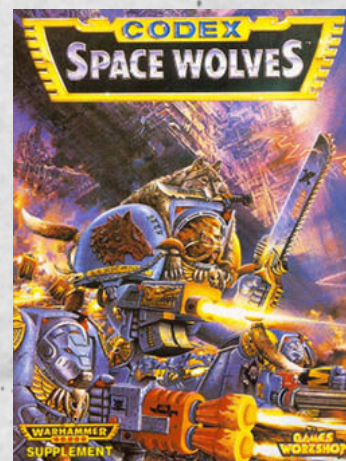
**"They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear."**

**- The Emperor of Mankind**

### SACRED TOMES – CODEXES OF WARHAMMER 40,000

Hard to believe now, but in the early days there were no codexes! Armies had much shorter army lists appearing in White Dwarf and in various supplements, with other elements like background and miniatures galleries spread all over the place. The hallowed codex first appeared in 1994 and the books have been lynchpins of Warhammer 40,000 ever since. So much so, in fact, that a faction getting their own codex has come to be seen as the highest possible mark of favour. Initially covering just the dozen or so biggest factions, over the years the likes of the Grey Knights, Imperial Agents, Tau Enclaves and Death Guard have been granted fully-fledged codexes of their own. Who next, we wonder?

The first ever codex was Codex: Space Wolves, released in 1994 – but it wasn't long before codexes followed for every other major faction in Warhammer 40,000. The concept can be traced back to the Codex Imperialis, included in the second edition boxed set, which provided some of the rules, background and art for many of the factions of Warhammer 40,000 – from Space Marines and Orks to the Adeptus Mechanicus and Genestealer Cults.



## TOP FIVE: MYSTERIES

The Warhammer 40,000 galaxy is home to more than a few curious puzzles...

### 5. THE LEGION OF THE DAMNED

Just what are these spectral Space Marines? Ghosts? Daemons? Or something else?

### 4. THE BLACK LIBRARY

Where is this curious Aeldari trove of knowledge, anyway?

### 3. WHAT HAPPENED TO THE SQUATS

Don't ask. Just don't.

### 2. THE FALLEN

Ancient traitors or true loyalists? Only they, and the Lion, know for sure...

### 1. THE II AND XI LEGIONS

Just who were the Lost Legions? Who were their Primarchs? Where did they go?





set design and cinematic flair to Warhammer 40,000, which feeds into the larger-than-life background and what sort of game you're playing. Just as one way to look at it, it's a setting with power-armoured super-warriors fighting aliens with energy weapons and force fields – but they're bashing each other apart with swords. It's still branching out from that seed of an idea of how a regressive future could be."

The rules have, of course, developed over time to better serve these aims, and to add to the fun of the game itself. The original Warhammer 40,000 owed a great debt to its elder sibling Warhammer, and something like that relationship has continued ever since.

"Warhammer 40,000, like all of our games, has a symbiotic relationship with other Games Workshop games," says Jervis. "We're always learning (and sometimes relearning) lessons, informing each new edition. So, the latest iteration of Warhammer 40,000 – Dark Imperium – takes a few ideas from Warhammer Age of Sigmar, like the three ways to play as one example, but some of those ideas have heritage stretching all the way back to Rogue Trader, too. After all, concepts like narrative-driven games and what we'd now call open play was what Rogue Trader was all about, and things like points being secondary considerations. It's interesting to see how these things come around again."

## SUPPLEMENTS & EXPANSIONS

The original Warhammer 40,000 rulebook followed an 'everything you need' approach, as has pretty much every rulebook following it. The opportunity for expansion, though, has been obvious from the start, and a long line of supplements begin in 1988 with Chapter Approved, providing new scenarios and the first army lists for the game. Beyond the now ubiquitous codexes, Warhammer 40,000 supplements and expansions have covered everything from siege warfare and fortifications to planetary assaults, flyers, campaigns and more. Throughout the history of Warhammer 40,000, new aspects of the game have often been introduced in their own dedicated supplements before being more closely integrated into the core rules, the latest edition's treatment of vehicles, flyers and super-heavies being a notable recent example.



Vehicles, flyers, fortifications, lords of war – all of these elements were always envisaged as part of Warhammer 40,000 – and today they are.





# 30 YEARS OF WARHAMMER 40,000





## THE XENOS RACES – THE BEAST AND THE YOUNG

Orks are among the oldest races in the history of Warhammer 40,000 and they were right there at the start when the game was conceived. The T'au, on the other hand, didn't appear until 2001 and are also the youngest alien race to stake a claim on the galaxy. The Orks are brutal, belligerent and perpetually war-hungry creatures that rely on seemingly backward tactics, technology and wargear. Yet somehow they are a constant thorn in the side of the Imperium – during the War of the Beast, the Orks almost brought about the downfall of Mankind. Indeed, they got closer to Earth than Abaddon has since the Siege of Terra! The Orks are the embodiment of the senselessness and inescapable violence of the 41st Millennium. The T'au empire, on the other hand, has developed a high level of technology that is clearly evident in its battlesuits and war machines and utilises surprisingly advanced battlefield tactics considering its late arrival on the galactic stage. But the T'au also rely heavily on artificial intelligence, which was almost the undoing of Mankind many thousands of years earlier. The T'au represent progress, equality and hope, but also tragic – possibly fatal – naivety.





# 30 YEARS OF WARHAMMER 40,000

## TOP FIVE: ALIEN CREATURES

Alien life is plentiful – and intrinsically hostile to Mankind.

### 5. AMBULL

Burrowers with delicious meat and razor-like mouthparts.

### 4. JOKAERO

Ingenious ape-like tinkers oddly friendly with some Inquisitors.

### 3. CATACHAN DEVIL

Tank-sized insect-like terror to man.

### 2. GENESTEALER

The iconic alien threat has only grown more terrifying as we've learned what comes in its wake...

### 1. NONE!

The alien is to be driven out wherever it may be found!

## HERE BE DAEMONS

The Warhammer 40,000 galaxy map does have basis in fact, seeing as it's portraying the Milky Way galaxy 39,000 years in the future. What brings it to life, though is the addition of so many iconic locales – Sacred Terra and Mars, worlds like Armageddon, Fenris, Baal and Macragge and, of course, the dread Eye of Terror.

Latterly, the galaxy has been torn asunder by the Great Rift, the so-called Cicatrix Maledictum, making a dangerous galaxy all the more so. The Imperium endures, however, as does the recognisable shape of the galaxy of the 41st Millennium as we've always known it.

## THE UNIVERSE OF WARHAMMER 40,000

The galaxy is a big place. With billions of worlds to play with (and millions of habitable ones), the background of Warhammer 40,000 is rich with characters, events and places that each add texture to this impossibly vast canvas. It's not the detail that's the key to Warhammer 40,000's success, though. Such is the scale of the setting that only the smallest fraction of it could ever be covered in depth – even across the dozens of codexes, novels and other sources of background material available – and even monumentally important worlds like Armageddon, the subject of three apocalyptic conflicts, are small details in the grand scheme of things. (It's one of the grim realities of the Imperium, and the 41st Millennium in general, that in a galaxy of trillions, what's a few million lives?) What this

all means is that this rich backdrop provides hobbyists infinite room to tell their own stories – from inventing their own Space Marine Chapters to devising campaigns on invented worlds in home-made regions of space. This space to tell your own stories has been one of the biggest strengths of Warhammer 40,000 over the past 30 years – not only driving home the sheer scale of the galaxy, but letting you comfortably make parts of it very much your own.

All of this scope and depth has not only served to give context to the game itself, but also has given rise to novels, comics, computer games and more, exploring the galaxy in ways you couldn't through the lens of a tabletop game. The galaxy is a big place indeed...

### SUFFER NOT THE ALIEN TO LIVE

While everyone's familiar with the major players on the galactic stage, Warhammer 40,000 has more than a few minor alien species that have cropped up over the years – typically xenos races that survived the genocidal purges of the Imperium's Great Crusade, but have also never had the numbers, the power or the will to conquer galaxy-spanning domains like the Aeldari or the Orks.

Across the galaxy, mankind has faced the likes of the Nicassar, Barghesi, Demiurg, Sslyth, Nagi, Jokaero, K'nib, Lacrymoles, Laer, Psy-Gore, Xenarch, Scythians, Hrud, Tarellians, Chromes, Loxatl, Megarachnids, Kinebrach, Saruthi, Rak'Gol, Slaught... And that's just a taste of the sentient (as much as

we can tell) races. Imperial scholars have discovered plenty of other alien beasts down the years too, and many began life as entries in the bestiary in *Rogue Trader*. Some of these alien terrors have made the leap to tabletop with modern-day miniatures as part of existing armies, like the Genestealers (who were revealed to be part of the Tyranid Hive Fleets) and Razorwings (a favourite of Drukhari Beastmasters). Others might never have been seen on the battlefield but have become long-standing parts of the background, like the Hrud, the Demiurg and more. Perhaps some will emerge more fully one day. And we wonder if we'll ever see an Ambull again...





# WHATEVER HAPPENS... YOU WOULD BE MISSED

So that's just some of the many reasons for Warhammer 40,000's enduring – and spectacular – appeal. The thing is, none of this would matter, indeed would never have happened, had not Warhammer 40,000 in its core guise as a glimpse into the grim darkness of the far future not inspired millions down the years to build and paint models and fight out millions upon millions of battles to decide their fate. Warhammer 40,000's not a game, or a range of products or even a universe – it's a hobby.

**"There is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods."**

All the hundreds of books and thousands of miniatures are the result of the relentless, edifying demand from painters, modellers, collectors and gamers for ever more of that nugget of something special that was first seen in the very first edition of the game 30 years ago.

30 years is a pretty long time, all in all. Certainly, it's far to say it amounts to generations. There are those who've followed Warhammer 40,000 since its inception, others – including most of the White Dwarf team, in fact – have grown up alongside it. For many of us, to which Warhammer 40,000 has been a big

part of our lives, it's provided hours (weeks, days, years?) of enjoyment and left an indelible mark on our lives. Everyone has their own story of when and how they got into it – drawn in by the dark and mesmerising artwork, the gripping background, the thrill of leading an army of your own making to victory (or, let's be honest, defeat), or something else entirely, over time most tend to find themselves enamoured of all these aspects and more.

So that's where Warhammer 40,000 really lives – as the hobby of thousands upon thousands of painters, modellers, collectors and gamers (and, more latterly, Black Library readers, fans of the computer games and more) all around the world. It's a hobby that's given rise to gaming clubs, tournaments, conventions, fanzines, mailing lists and forums in the early days of the internet, and, more recently, an astonishing number of blogs, podcasts and fansites. Every day, hundreds of battles are fought around the world – the real-world corollary of the game's ubiquitous motto.

So here's to another 30 years of the grim darkness of the far future, its unique mix of technology and superstition, and everything that gives life to. We can only wonder what the next 10 years will hold – let alone the next 40,000...

Warhammer 40,000 as it lives and breathes: one of the many regular events at Warhammer World with dozens of games being played.

## TOP FIVE: GALACTIC PHENOMENA

There's a strange and terrible galaxy out there...

### 5. GHOUL STARS

A desolate region, watched over by both the Deathwatch and the Death Spectres.

### 4. HALO ZONE

The very limits of the Astronomican, and as such, the limits of Imperial expansion.

### 3. HADEX ANOMALY

A possibly sentient 'red hole' in space.

### 2. STORM OF THE EMPEROR'S WRATH

A 4,000 year-old warp storm said to be summoned by the Emperor's wrath.

### 1. EYE OF TERROR

The heart of the old Eldar Empire, a blot on the galaxy, but in many ways its dark and terrible heart.



## TOP FIVE: INSIDIOUS THREATS

There's no enemy greater than the enemy within...

### 5. GREATER GOOD

Peace and unity amongst the races of the galaxy? Horrifying.

### 4. GENESTEALER CULTS

Trust not these alien 'saviours'. You know not what comes after.

### 3. THE LURE OF CHAOS

The Eldar fell to one Chaos God, Mankind dwells in the shadow of all of them.

### 2. SCHISMS

It's a fact there is only one way to ensure Humanity endures... but which one?

### 1. FREE THOUGHT

The surest path to damnation in the Imperium of Man.







# THE LONG WAR

For 10,000 years the Imperium has stood strong against the dark forces of Chaos. It is a war that could last for all eternity.

**T**he Imperium is constantly at war, battling every minute of every day against the alien races that seek to obliterate Humanity. Yet there is one threat above all others that could topple the Imperium of Mankind in a heartbeat. It is the threat of Chaos. The machinations of the Chaos Gods are an ever-present danger to the sanctity and security of the Imperium and none but the gods themselves can truly know their intentions. They unleash deadly plagues, leaving entire populations ravaged. They corrupt Planetary Governors, stoking their ambitions and leading them to rebellion. They seed thoughts of depravity and excess in the minds of the perverse, corrupting the Imperium from within. Heretical firebrands preach the gospel of the Dark Gods as ignorant ritualists and latent psykers dabble in dark powers they cannot possibly hope to comprehend or control.

Yet the Dark Gods do not rely on subversion alone, for they also command vast armies. Foremost among their followers are the Daemon Legions, whose nightmare warriors are made of the very stuff of Chaos itself – reflections of Mankind's worst emotions and actions made manifest. Though the power of Daemons wanes in realspace, the dark energy of the Great Rift has fuelled their incursions across the whole Imperium, and they relish the chance to devour mortal souls. Chaos Cults also threaten the Imperium, their fanatical and immoral followers driven to insane acts of devotion by their dark masters. It can take years to quell an uprising, and in that time worlds burn and entire populations are consumed by madness and destruction. Most feared of all the Chaos forces, though, are the Heretic Astartes. Once loyal Space Marines, they now fight for the Dark Gods, a horrific parody of the Emperor's noble Angels of Death. They are living proof that the taint of Chaos knows no bounds and that the Imperium's downfall is only a matter of time.





## BATTLE REPORT

# THE BLOOD OF HEROES

As anarchy and pandemonium consume the galaxy, the Indomitus Crusade seeks to reinforce the ailing forces of the beleaguered Imperium – and on Rynn's World, such aid is sorely needed, for the Crimson Fists face down their mortal foes, the Orks.

**S**ince the Great Rift sliced the galaxy in twain, it has been plunged into an age of war the like of which has never before been seen. Led by Roboute Guilliman, the Indomitus Crusade tries to bring light to a benighted Imperium – even with the reinforcements of the Ultima Founding, the task will be nigh impossible, and time is of the essence. With each passing heartbeat, more and more Imperial worlds are brought low by the alien, the mutant and the heretic.

One such planet is Rynn's World, home of the Crimson Fists Chapter. Ork hordes stand at their gates, eager to strike the final blow. There is only a faint hope that assistance will arrive, as Chapter Master Pedro Kantor has swallowed his pride and requested aid from the wider Imperium. With multitudes arrayed against them, the Crimson Fists steel themselves to hold out against impossible odds – all they can do is sell their lives dearly and take as many of the Orks with them to the grave.





### 30 YEARS: THE ANCIENT AND THE NEW

This month, to celebrate 30 years of Warhammer 40,000 we have not one battle report, but two, linked together. In the first, Lord Guilliman leads the Indomitus Crusade across one of countless worlds assailed as the crusade to receives an astropathic message from Rynn's World requesting reinforcement. Guilliman and his vanguard must smash through the Chaos defenders, break orbit and lead reinforcements to aid the Crimson Fists. The Indomitus Crusade was always going to reach Rynn's World, but the Ork invasion has sped up Roboute Guilliman's timetable – they need to wipe out the Chaos forces as quickly as possible to secure victory.

In the second game, fittingly, there would be some echoes of the past as the Crimson Fists face their bitter foes the Orks. It's a match-up from the beginnings of Warhammer 40,000

and White Dwarf 94 in 1987. It's also a classic game setup – the heroic last stand against impossible odds.

So in the second battle, the Crimson Fists led by Pedro Kantor must hold out on the outskirts of New Rynn City for as long as they can against an overwhelming Ork force. If they can survive until aid arrives, they might be able to reclaim their home world and join the crusade to cleanse the Imperium – but just when that aid will come, only the Emperor knows for sure. And to make things exciting, the players in the second battle will be ignorant of the result of the first game – if Guilliman's forces are especially swift, the Crimson Fists could be aided at the start of the game. But if Chaos is in ascendance – well, there's every chance that the Crimson Fists will meet their doom for good...

### THE PLAYERS

In this Battle Report, the players are drawn entirely from the White Dwarf team – in the first game, Writer Stuart will face down Production Editor Michael, while in game two, Writer Dan will go head to head with Lead Designer Matt.

Unlike a lot of Battle Reports it's not only personal pride at stake, as the writers are leading the enemies of the Imperium – the pride of the White Dwarf writing team is on the line. Will they deny the Imperium victory? Or will Michael and Matt win the day?





# GAME ONE – THROUGH THE TAINTED HORDES

The Indomitus Crusade's efforts on the world of Pyros were reaching an end – victory for the Imperium was not in question, but a sudden astropathic hail now meant that time was of the essence...

**P** yros had been put to the sword – the Great Rift seemed to be a beacon for heretic scavengers and predators to pick at the underbelly of the Imperium. A splinter warband of the Crimson Slaughter, the so-called Revenants of Umidia, had swept across the hives in a tide of blood and violence, corrupting and slaughtering all in their wake. Pyros's status as a trade hub of the surrounding sectors made it a vital artery for the Indomitus Crusade's supply lines, and so Roboute Guilliman himself had led the spear tip of the crusade to reclaim the planet. Through his superior tactics and the crusading force of Space Marines of the Ultramarines, Raven Guard and Imperial Fists at his disposal, Guilliman was on the verge of ending the Cleansing of Pyros (as it would become known) within the solar month when the crusade

fleet received a faint and fragmented astropathic message. Garbled as the message was, it was clear it was a call for reinforcements – originating from Rynn's World, the war-torn home world of the Crimson Fists Chapter of Space Marines.

With the fate of the Crimson Fists hanging in the balance, Guilliman accelerated the Cleansing of Pyros and bade his warriors to recapture the primary spaceports from the Crimson Slaughter by nightfall of the same day. Guilliman knew his numbers were limited and his warriors not a resource he could squander lightly – they were needed in the many war zones across the Mankind's domains. But time was running out, and the Imperium would soon lose another Chapter of its most stalwart defenders if he could not clear the way for aid to reach them.

As per the mission rules, Stuart has to deploy his Chaos Terminators (1), Raptors (2) and Warp Talons (3) on the board instead of placing them in reserve. He chooses to have both Chaos Terminator squads form a bulwark in the centre of the board around the Chaos Lord in Terminator armour (4), while the Raptors and Warp Talons skulk on the flanks, ready to dive straight into ranged units like the Intercessors to tie them up.

The Chaos Space Marines on the south-west edge (5), along with the nearby bands of Chaos Cultists (6 and 7) are placed to stop Michael from bringing his own units in from the south – units with rules like Meteoric Descent mean that Stuart needs to watch his back lest Michael pincers his army and catches it in the crossfire.

The Lord of Skulls (8) is placed at the centre of the board – partially for the intimidation factor, but also because it will have a far better chance of reaching any part of the Imperial army to start killing units with its enormous great cleaver of Khome.





## FOR THE EMPEROR, TERRA AND MACRAGGE!

**Michael:** I'm normally a pretty cautious player, but in this mission time is of the essence – if I'm going to help the Crimson Fists in the second game, I'm going to need to win this game as quickly as I can. Fortunately, the mission we're playing allows me to be aggressive with my units.

My biggest worry is that the Chaos Space Marine army is huge – trying to shoot it apart will be a tough job, even if I do have overwhelming firepower on my side. The only unit I have that can outfight Stu's units in melee is Guilliman, so I'll need to try and get him to rip apart the big threats like the Chaos Terminators and the Lord in Terminator armour – he's got the ability to put out enough Mortal Wounds to kill them, and it frees up my Hellblasters, Repulsor and Inceptors (when I deploy them) to focus on other big threats in Stu's army – like the Helbrutes, the Forgefiend and the Lord of Skulls.

## FOR THE DARK GODS!

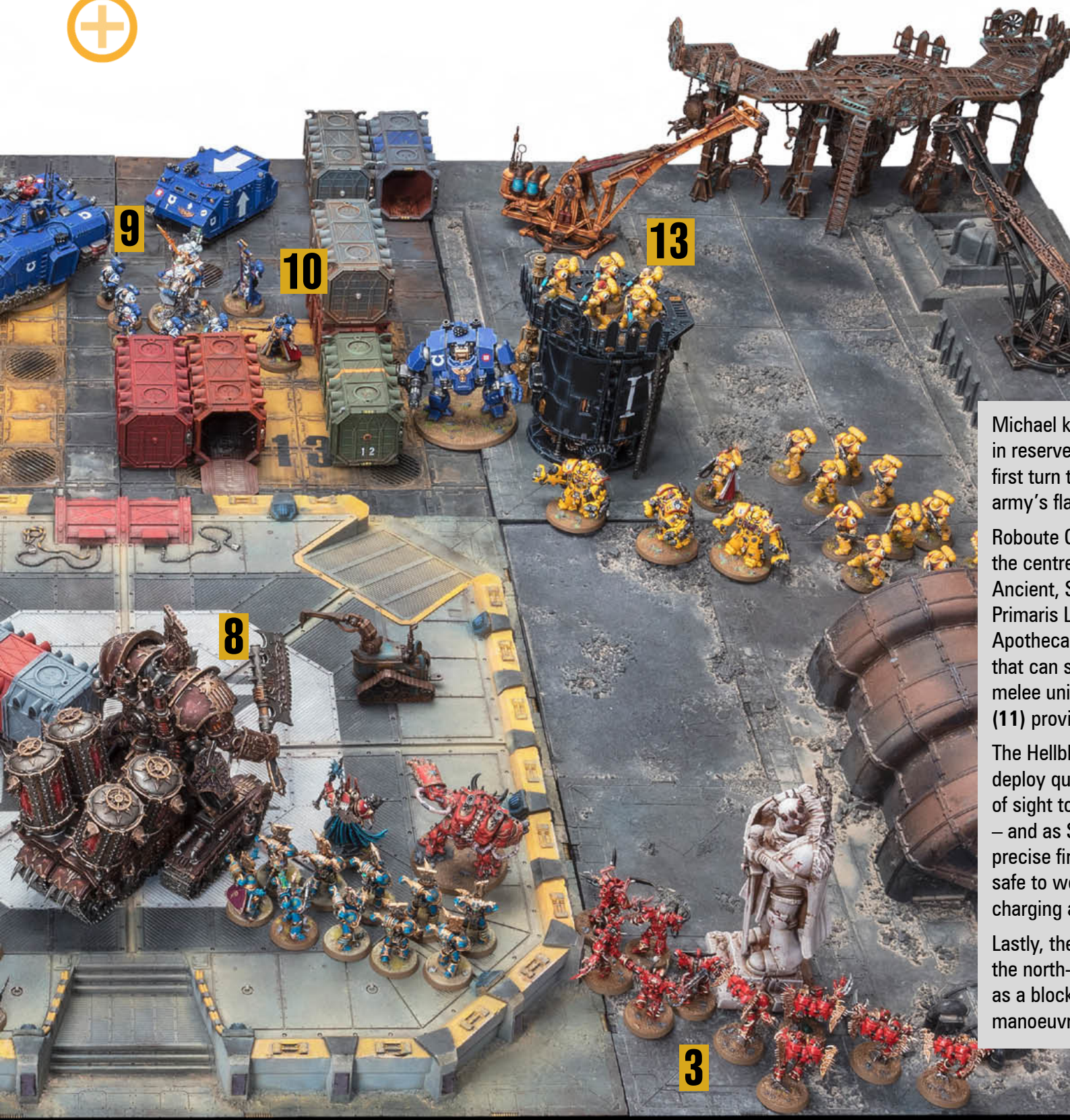
**Stuart:** Victory in this mission is going to be somewhat difficult to pull off – Michael effectively has an unending supply of reinforcements (read about the mission to the right), who are either Space Marines (and hard as granite) or Space Marine vehicles (ditto). Then there's the matter of facing down a Primarch.

I have opted for an army of Crimson Slaughter – as it's a faction dedicated to Chaos in all its horrifying forms, I can mix in plenty of different units, like Rubric Marines and various Daemons, a few Helbrutes... Oh, and a Lord of Skulls. Well, if Michael has a Lord of War with Guilliman, I'd best balance that out, right? The massive Daemon engine is a terrifying presence on the battlefield, and only hits harder the more damage it takes. I've also a decent psychic presence – I'm going to need those Mortal Wounds if I hope to even slow down Guilliman.

## INTO THE MEATGRINDER

The mission we used was Meatgrinder. We added some extra victory conditions so that the results of this first game would determine when reinforcements might arrive in the second.

To win a major victory, Michael needed to wipe out Stu's army – which would mean in the second game, whatever turn Michael won on, Matt was certain to get reinforcements. He could also start rolling for them two turns in advance (on a 6, then a 4+). A minor victory (wiping out at least 75% of Stuart's army) meant Matt got to roll one turn in advance and would only get reinforced on a 4+ on the battle round the first game ended. A minor Chaos victory would mean that Matt could only start rolling on the battle round Chaos won – with a major Chaos victory, he'd only be able to roll the battle round after the first game ended!



Michael keeps the Raven Guard units in reserve – he'll deploy them in his first turn to envelop one of the Chaos army's flanks.

Roboute Guilliman (9) is deployed in the centre, along with the Primaris Ancient, Sternguard Veterans, Primaris Librarian and the Primaris Apothecary (10), creating a hammer that can shatter most of Stuart's melee units. The nearby Repulsor (11) provides a mobile firebase.

The Hellblaster units (12 and 13) deploy quite high up to give them line of sight to anything on the battlefield – and as Stuart lacks any long-ranged precise firepower, they should be safe to wear down the prime threats charging at Michael's battle line.

Lastly, the Intercessor squad on the north-west flank (14) serves as a block against any flanking manoeuvres on Stuart's part.



# BATTLE REPORT



## THE SPEARTIP OF THE CRUSADE

**Michael:** The idea of this army was to represent the breadth of the Indomitus Crusade – so I picked plenty of units from not only the Ultramarines, but the Imperial Fists and Raven Guard, too. Guilliman's presence gives me an extra three Command Points – on top of the three for being Battle-forged, three for fitting the Ultramarines into a Battalion Detachment and one for the Supreme Command Detachment (the Patrol Detachment, which consists of the Imperial Fists and the Raven Guard, doesn't grant any). All in, that's 10 Command Points – which are going to be useful for Outflanking Reinforcements to have units appear where I need them.

Guilliman (1) is where I started, and to represent his command cadre, I chose a Primaris Apothecary (2), Primaris Librarian (3) and a squad of Sternguard Veterans (4) and an Ancient (5) to carry the Chapter's colours. One squad of Intercessors (6) will start in the Repulsor (7), while the second squad (8) will back up my command cadre, and in turn will be reinforced by the Lieutenant (9) and the Captain (10). I've got the Tactical Squad (11) in a Rhino (12) as a mobile reserve, and the Reivers (13) and

## POWER LEVEL: 199

Inceptors (14) will stay in reserve to appear from behind Stuart's army. The Redemptor (15) can easily smash most Chaos units into pulp, and the Hellblasters (16) provide some long-ranged fire support.

The Imperial Fists contingent is led by a Primaris Captain (17) and consists of a squad of Intercessors (18), a squad of Hellblasters (19) and Assault Centurions (20) – they're a solid, self-contained firebase.

Rounding out the army are the Raven Guard elements, consisting of a squad of Inceptors (21) with plasma exterminators, Vanguard Veterans (22), a Stormtalon Gunship (23) and a Predator Annihilator (24). I'll be holding these back, as we decided to use an informal version of reserves that'd bring the Raven Guard in straight away, to dive right into Stuart's flanks. In particular, I'm going to need those lascannons on the Stormtalon and Predator ready and in position to start stripping wounds off that Lord of Skulls as soon as I can. It's quite literally the biggest threat I'm facing, and I need to deal with it before it chops my army into pieces.





## THE REVENANTS OF UMIDIA

**Stu:** Despite going a little overboard on the Elite units, the whole army fits rather neatly into a Battalion Detachment, a Vanguard Detachment and a Super-Heavy Auxiliary Detachment – giving me seven Command Points, which I am probably going to need.

To lead the army I picked a Chaos Lord (1) – who I gifted with the Murder Sword and a plasma pistol – as well as a Chaos Lord in Terminator armour with chainfist (2) and a Sorcerer in Terminator armour (3). Backing them up will be two squads of Chaos Terminators (4 and 5), who are the bodyguard for the Lord in Terminator armour – and the selection of combi-weapons, power fists and chainfists they have should make them as deadly as their commander. Keeping in theme with the Crimson Slaughter, I'd be remiss not have a squad of Possessed (6) around, as well as a Helbrute (7) or two (8). With a diverse selection of close combat weapons, the Chosen (9) will make an excellent bodyguard for the Chaos Lord. The Rubric Marines (10 and 11) give me a resilient bulwark with some potent firepower – the warpflamer-armed squad could prove a very nasty surprise for anyone silly

**POWER LEVEL: 214**

enough to charge it, even if said chargers are in power armour. And then there's the Aspiring Sorcerers leading the squads as well...

The fighting core of the army are the Chaos Space Marine squads (12 and 13), who may not have fancy powers, but do have melta guns and plasma guns hiding in their numbers. The Horrors (14) offer some more psychic power for the army, as well as having the potential to replenish their numbers during the battle, while the Plaguebearers (15) will make a good defensive wall. I also picked a few squads of Chaos Cultists (16 and 17), who, while outmatched in this fight, might survive long enough to snatch me a win – or just a minor loss.

Backing up the army are a squad of Raptors (18) and one of Warp Talons (19), and a Forgefiend with a trio of ectoplasma cannons (20) – with all of those guns to hand, it's certain to hit something each turn, even with my dodgy dice rolls. And looming over it all is the Lord of Skulls, the keystone of my army. Not even a fancy-pants Primarch can stand up to that, surely?



# BATTLE REPORT

## BATTLE ROUND ONE: UNDER THE GUNS, UNDER THE AXE

**E**ager to secure the spaceport and begin despatching reinforcements, Guilliman and his forces swept in under the cover provided by orbital bombardment – which failed to do much more than announce their presence to the Crimson Slaughter forces, who were anticipating the battle with relish.

Crossing onto the battlefield on the south-east flank, the Raven Guard elements of the task force sought to eliminate the units on the Traitor forces' flank – the Warp Talons and Possessed. To the shock of the Inceptors, the Warp Talons shrugged off the plasma fire, but only to be wiped out by the Stormtalon's flurry of hard rounds. The Ultramarines Redemptor Dreadnought to the north chose to support the Raven Guard charge by annihilating the Possessed unit, clearing the path. The rest of

### DEATH FROM ABOVE

Meatgrinder makes use of the Preliminary Bombardment rule – before the first turn, Michael rolled a D6 for each of Stu's units, and on a 6, they'd take D6 Mortal Wounds. Stu could halve the damage taken on a unit – but then it wouldn't be able to act in his first turn – or spend Command Points to halve that again. Stu put his faith in the Dark Gods and only one unit was hit – his Sorcerer in Terminator armour, who took six Mortal Wounds and died before the game had even begun!

the coalition of Space Marine Chapters held firm – they had the advantage in terms of firepower, and the Chaos forces seemed eager to present themselves to Imperial guns.

The ponderous Lord of Skulls began to move toward the Imperial lines, butchering Centurions and Hellblasters with its warp-forged guns before smashing its great cleaver of Khorne into the Redemptor Dreadnought, dealing critical damage. Exhorting his underlings onwards, the Chaos Terminator Lord and Chaos Terminators charged the Repulsor – it was all that stood between them and the glory of facing down a loyalist Primarch in combat. While the Chaos Lord managed to tear chunks out of the grav-tank's hull, it was his chainfist-armed bodyguard that catastrophically damaged the Repulsor, and the resulting explosion tore a bloody rend in the core of the Loyalist's battle-line.

Stuart charges his Raptors up along the north-west flank (1) into the nearby unit of Ultramarines Intercessors led by a Primaris Lieutenant – only one Raptor survives the overwatch fire and the subsequent combat.

Michael shoots at the Helbrute with twin autocannons (2) with his Ultramarines Hellblasters (3) (losing two of their number to overheating). He fails to destroy it but the wounds inflicted cause the corrupted machine to ineffectively open fire at the nearest foes.

Despite the pressing threats sweeping in from the north of the table, Stuart chooses to keep much of his army held back – like the Chaos Space Marines (4 and 5) and the Chaos Cultists (6 and 7) – in case Michael brings in further reinforcements in and pincers him.

While he did lose his Terminator Sorcerer Lord before the game had begun, Stuart still has plenty of psykers on the table – such as the two Aspiring Sorcerers (8 and 9). One of the former, on the south edge of the board, casts Smite on the Assault Centurions – wounding one.





## EXPLOSION!

The odds of vehicles exploding are slim, but when they do, it can be spectacular – Michael soon regretted leaving his Repulsor too close to the heart of his army, as when it was destroyed, it took the Primaris Ancient and Primaris Librarian with it, as well as a Sternguard Veteran. It also dealt six Mortal Wounds to the nearby Rhino, one to the Primaris Apothecary, three to Guilliman, four to the Chaos Terminator Lord, and one to the Chaos Terminator with chainfist who'd destroyed it in the first place. Whoops!



## FIST VERSUS FISTS

Despite being eminently suitable for close-quarters combat with its power fist and multi-melta, the second Helbrute found the Imperial Fists Intercessor Squad a tough nut to crack – especially as they were aided by a Primaris Captain, which meant they rerolled To Hit rolls of 1.

While it managed to crush one Intercessor in its mighty claw, the Helbrute took two wounds in return – a rather disappointing showing for such a mighty assault unit.



Realising they pose a serious threat to the Lord of Skulls in combat, Stu blows two of the Imperial Fists Assault Centurions (10) apart with the Daemon engine's gruesome ichor cannon, incinerating them in a tide of white-hot daemonic gore.

Michael spends a large chunk of his firepower – the Imperial Fists Hellblasters (11), and the las-talon on the Ultramarines Repulsor – on softening up the Lord of Skulls (12).

While it isn't the swiftest unit in Stuart's army, the Lord of Skulls does close the gap with Michael's Redemptor Dreadnought (13) and reduces the Primaris war machine to a single wound. The Khornate Daemon engine then turns its hades gatling cannon on the Imperial Fists Hellblasters, killing three.

The southern squad of Rubric Marines manage to kill two Raven Guard Vanguard Veterans (14) with a volley from their soulreaper cannon – but enough are left alive to charge into close combat in the next battle round.





# BATTLE REPORT

The Ultramarines Intercessors to the north-west of the core of Michael's army (1) pull back from the surviving Raptor, and annihilate the traitor in an overwhelming storm of bolt fire.

Just south of this fight, Stuart moves the Forgefiend, Chosen and Chaos Lord (2) forward to support the Chaos Terminators against the Ultramarines elements of Michael's army. The Chaos Lord (3) then charges the Ultramarines Primaris Captain, but the duel proves indecisive as both combatants fail to land a telling blow.

Michael has the Tactical Squad disembark from the Rhino (4), so they can add their firepower to taking down the Lord of Skulls, and reverses the transport, so as to avoid a repeat of the Repulsor's fate.

With his units on the east of the battlefield either dead or severely weakened, Stuart moves the Plaguebearers (5) to reinforce the collapsed east flank – but this leaves the southern board edge undefended against Imperial reinforcements.



## BATTLE ROUND TWO: THE WRATH FROM THE HEAVENS

**A**t the centre of the battlefield, the Primaris Captain led the charge against the Chaos Terminators, denying the initiative to the Heretic Astartes – the band closest to their damned master proved poor opponents for all their vaunted ‘blessings’, and the Primaris Captain pierced the twin hearts of one, dodging between their ponderous strikes. Above this duel between superhumans, the Chaos Lord in Terminator armour fought the Primarch Guilliman, somehow surviving blows from the Emperor's own sword – the twisted and cursed Terminator plate seemingly proof against the weapon of a living god. The Primaris Apothecary, having just seen to the wounds Guilliman had taken from the exploding Repulsor, prepared to give his life to distract the Chaos Lord in Terminator armour and give Guilliman the opening for a killing blow.

### FAMILIAR POINTS

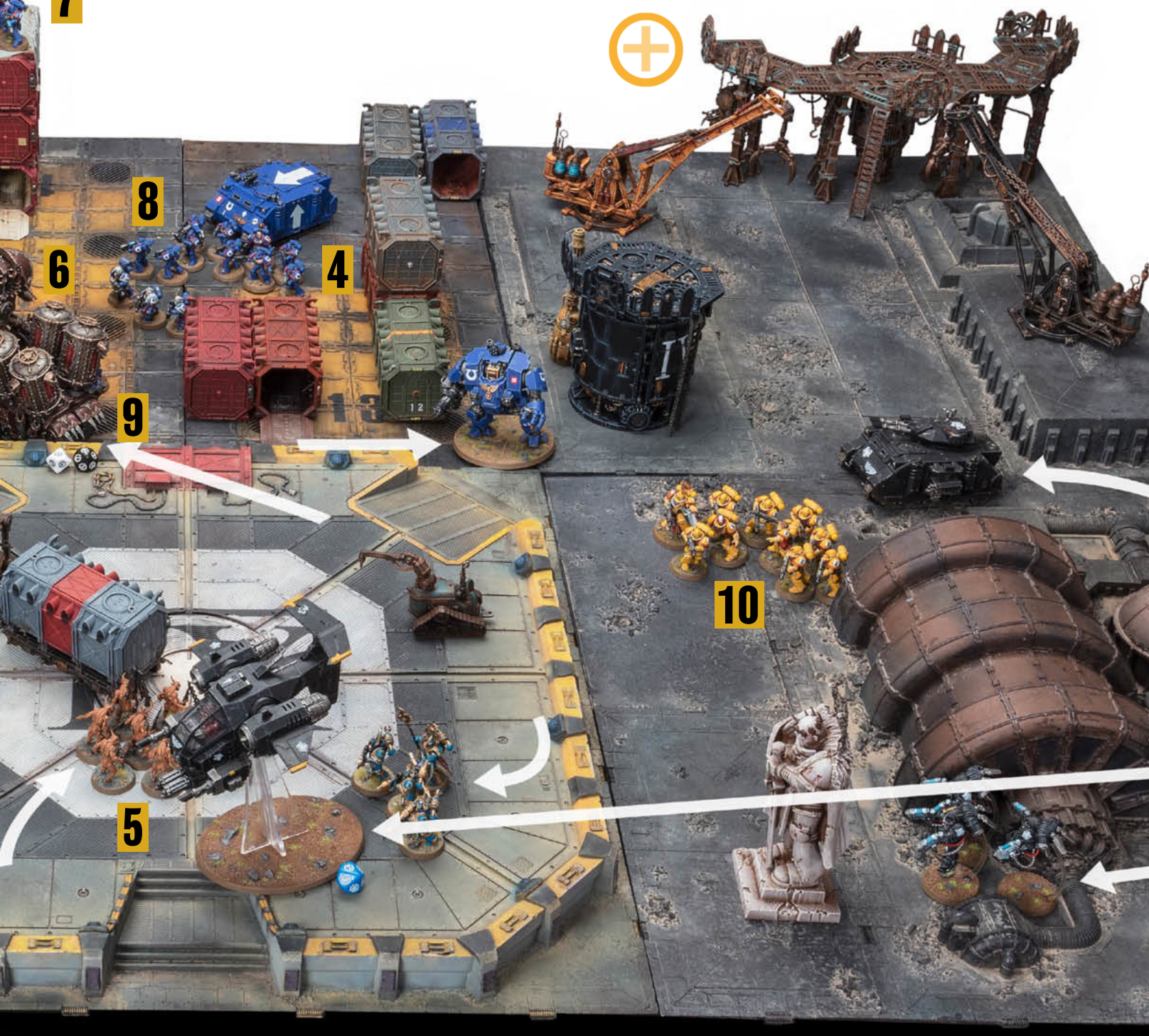
Chaos Familiar – one of the Chaos Space Marine Stratagems – lets a Chaos Space Marine Psyker swap out a psychic power for another one from the Dark Hereticus powers at any point. And it's not just for characters – Aspiring Sorcerers can benefit, too, so Stuart gave the leader of the south squad of Rubric Marines Infernal Gaze – which hits far harder than his Smite. He put it to good use against the Stormtalon, but Stuart regretted not being closer to the Lord of Skulls to speed him up with the Warptime power...

But the looming Lord of Skulls, its great cleaver of Khorne slick with Centurion blood, charged in to take the Primarch's skull for Khorne. Against such an abomination, even Guilliman's Armour of Fate provided little protection, and he was crushed and hurled aside as the Lord of Skulls roared its triumph. But still, a spark of defiance burned in Guilliman's breast, and the sire of the XIII rose up, bloodied but unbowed.

To the east, the Raven Guard contingent advanced to destroy the nearby Rubric Marines and expose the eastern flank – the combined efforts of the Predator, Inceptors and Vanguard Veterans cracked the armour of five of the ghostly Heretic Astartes, but when the Vanguard Veterans charged in to capitalise on their fellows' shooting, they were incinerated by daemoniac gout of impossibly coloured flame.



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The Imperial Fists Hellblasters continue to tear into the Lord of Skulls, Michael choosing to overcharge their shots – one blows up, and the survivor fails to hurt the Lord of Skulls (6). He is then picked off by a lucky shot by the Forgefiend on the far side of the battlefield.

The Raven Guard Predator and Stormtalon turn their lascannons on the Lord of Skulls – but they fail to chip off any wounds. It falls to the Ultramarines Hellblasters (7) and Sternguard Veterans (8) to do further damage to the Daemon engine. They achieve a respectable three wounds between them, but at the cost of a Sternguard Veteran being evaporated by an overheating combi-plasma gun.

The Ultramarines Intercessors (9 – **behind the Lord of Skulls**) who were carried by the ill-fated Repulsor use their bolt rifles to destroy the Helbrute at the centre of the board, removing another strongpoint of Stuart's battle line. Its fellow Helbrute is bludgeoned to death by the combined efforts of the Imperial Fists Intercessors and the Primaris Captain (10) nearby.

### DYNAMIC ENTRY!

Despite Stuart's best efforts to prevent Michael bringing his reinforcements in from behind his battle line, Michael managed to drop a squad of Ultramarines Inceptors on the south-west point of the board. It proved to be quite the successful move, as the their plasma exterminators killed six of the Chaos Space Marine squad stationed on the landing platform. What's more, Michael managed to lure the nearby Chaos Cultist pack to the east – freeing up the south edge for the arrival of his grav-chuting Reivers.





# BATTLE REPORT

## BATTLE ROUNDS THREE & FOUR: THE NOOSE TIGHTENS

**T**he tides of the battle shifted in the favour of the Imperium as many more Space Marines set foot on the battlefield to support the Primarch's advance. Nevertheless, it was the battered remnants of the Primarch's bodyguard that would bring down the Lord of Skulls before it could kill Guilliman. The Primarch then moved in to put the Chaos Lord in Terminator armour to the sword – slaying the black-hearted fiend and two of his hulking bodyguards with grim-faced contempt. As soon as he had slain one traitor, Guilliman was set upon by the power-armoured Chaos Lord in single combat. Though already wounded by the destruction of the Ultramarines Repulsor, and facing a foe with a blade turned entirely towards killing him, Guilliman still had a Primarch's resolve – as the Murder Sword slid through the Armour of Fate

like parchment, causing grievous injury, Guilliman slew the Chaos Lord in one furious strike and led his warriors onwards to battle the now-leaderless Chaos Space Marines.

Arriving on the south of the battlefield, the force of Ultramarines Reivers led the attack, banishing the horde of Pink Horrors with the aid of the Raven Guard Repulsor that joined battle in Primaris terror troops' wake. The grav-tank promptly attempted to run down the band of Plaguebearers nearby, but then disengaged from the combat to let its battle-brothers and allies purge the Daemons.

The Ultramarines Hellblasters finally slew the Lord of Skulls and turned their gaze to the Forgefiend, blowing apart the Daemon engine with overcharged plasma incinerators – at the cost of one of their number.

### MURDER SWORD

In a background-appropriate choice, Stuart chose the Murder Sword artefact for his Chaos Lord, and chose Guilliman (who else?) to be its target. Once chosen, the Murder Sword can be prepared before a game to inflict Mortal Wounds instead of normal damage to one specific target – a great way to kill even the mightiest warriors. It managed to deal three Mortal Wounds to Roboute... leaving the angry Primarch with one left, more than enough to crush the Heretic Astartes moments later.

The key event of the latter half of the game is the destruction of the Lord of Skulls. It takes the combined efforts of Michael's Ultramarines Sternguard Veterans (1), Intercessors and Tactical Squad, as well as the damaged Repulsor Dreadnought – but it's the Ultramarines Hellblasters (2) that land the killing blow. With its removal, Stuart has few ways to deal with Michael's army – let alone the reinforcements.

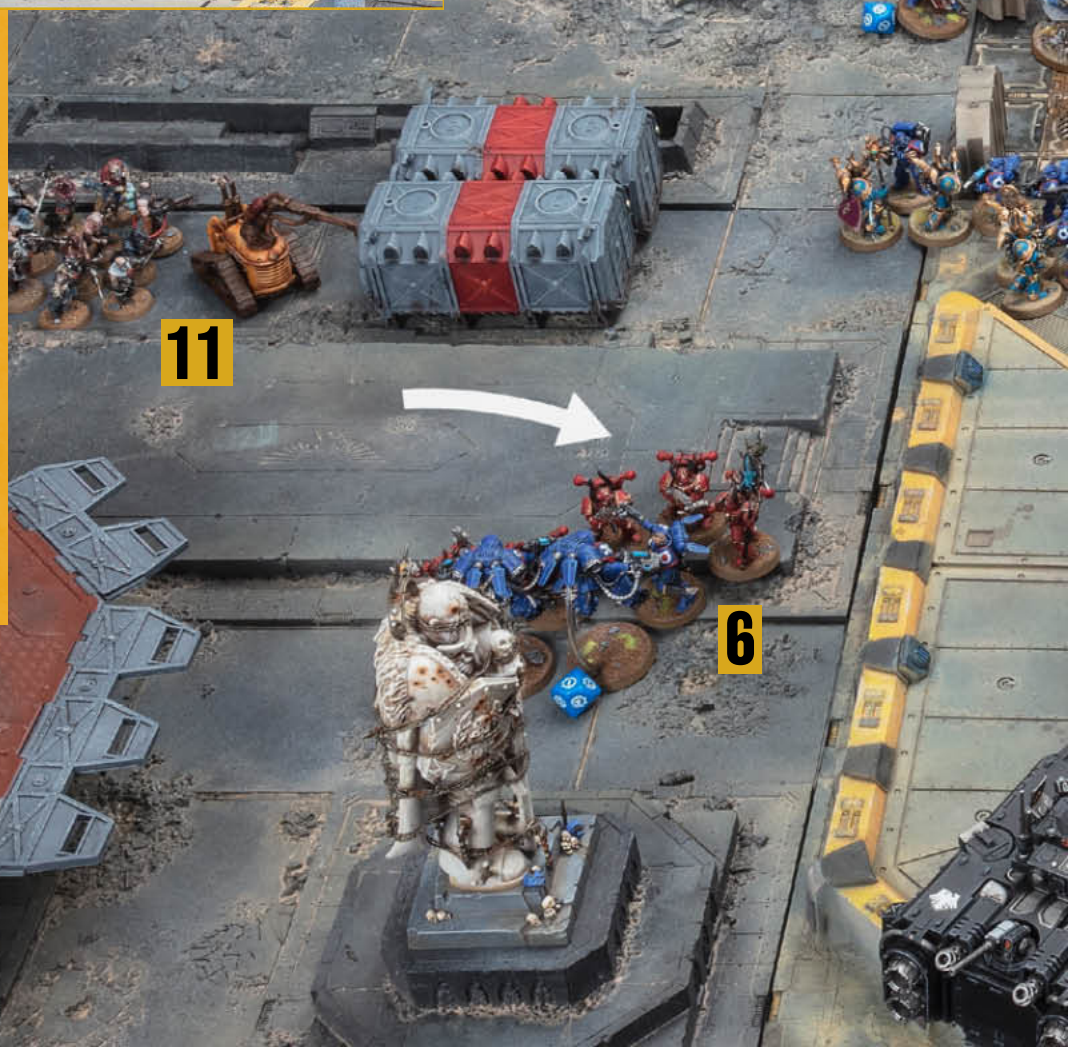
A second Repulsor enters the battlefield from the southern edge (3) as part of Michael's Sustained Assault. It attacks the nearby unit of Plaguebearers but then disengages from the combat, leaving the festering Plague Daemons to be torn apart by the massed gunfire of the Raven Guard Inceptors (4), Imperial Fists Intercessors (5) and Imperial Fists Primaris Captain.

The Ultramarines Reivers (6) enter the battlefield from the south and (along with the Repulsor) wipe out the Pink Horrors. However, the nearby Chaos Space Marines prove to be tougher prey – only one Reiver survives the combat.



### MANY BANNERS, ONE CRUSADE

Michael's army was drawn from the ranks of the Indomitus Crusade and as such contained Space Marines from a variety of different Chapters – so we decided that instead of using units from his Ultramarines army when reinforcements came back as part of the Sustained Assault, we'd pick units from different Chapters in the Studio collection. When Michael got the Repulsor back, it came with a different weapons loadout – which turned out to be just as good at decimating Chaos infantry!



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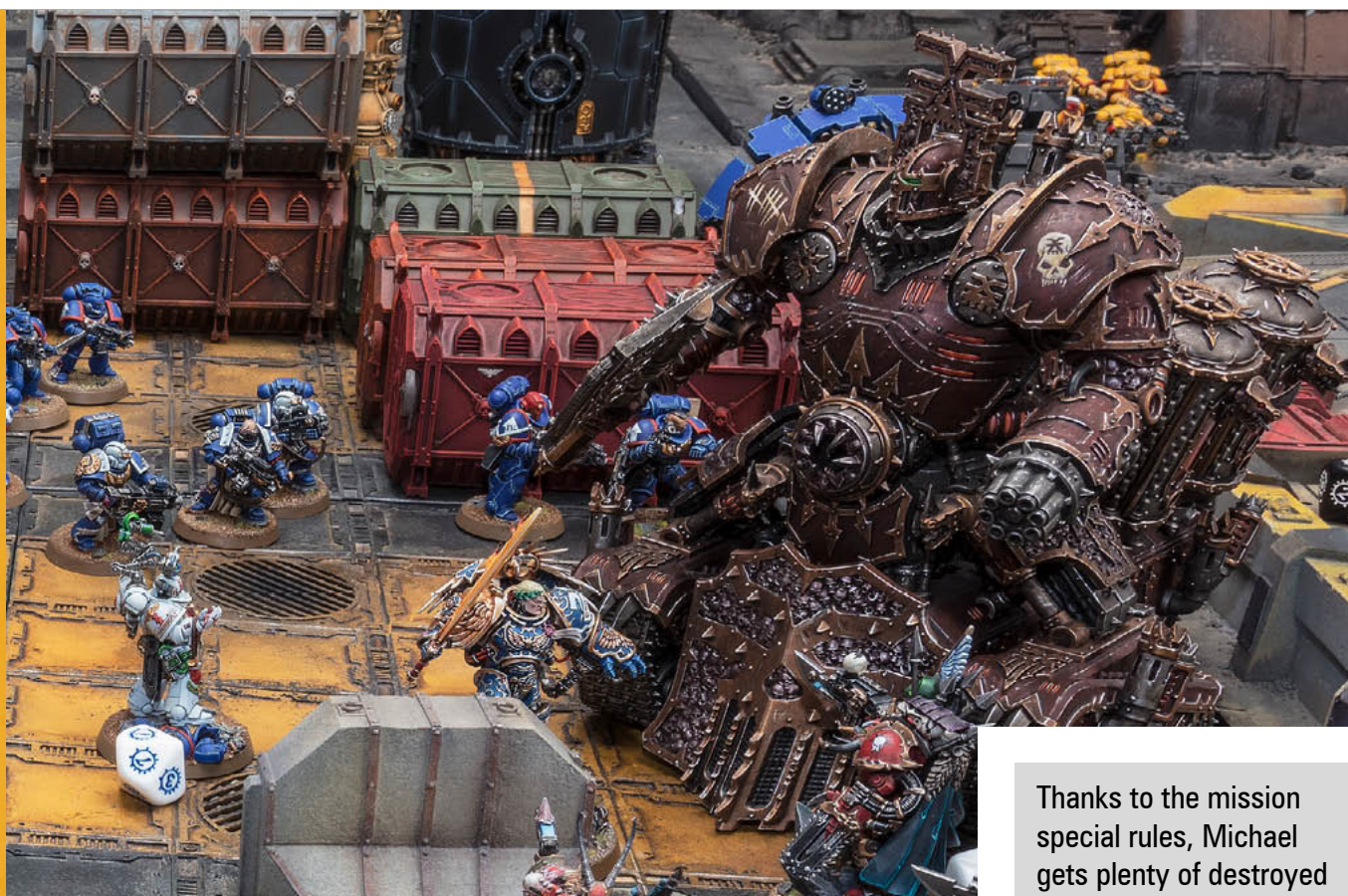
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## WHY WON'T YOU DIE?!

The keystones of Stuart and Michael's armies were the Lord of Skulls and Roboute Guilliman, respectively. With nearly 30 wounds and (in its wounded state) a melee attack that could deal 48 (!) wounds, the Lord of Skulls took everything Michael could throw at it – even managing to kill Guilliman (until he got up again). Guilliman, however, was a thorn in Stuart's side, as after his faux-death, he proved impossible to permanently kill with the shattered remnants of the Crimson Slaughter's forces.



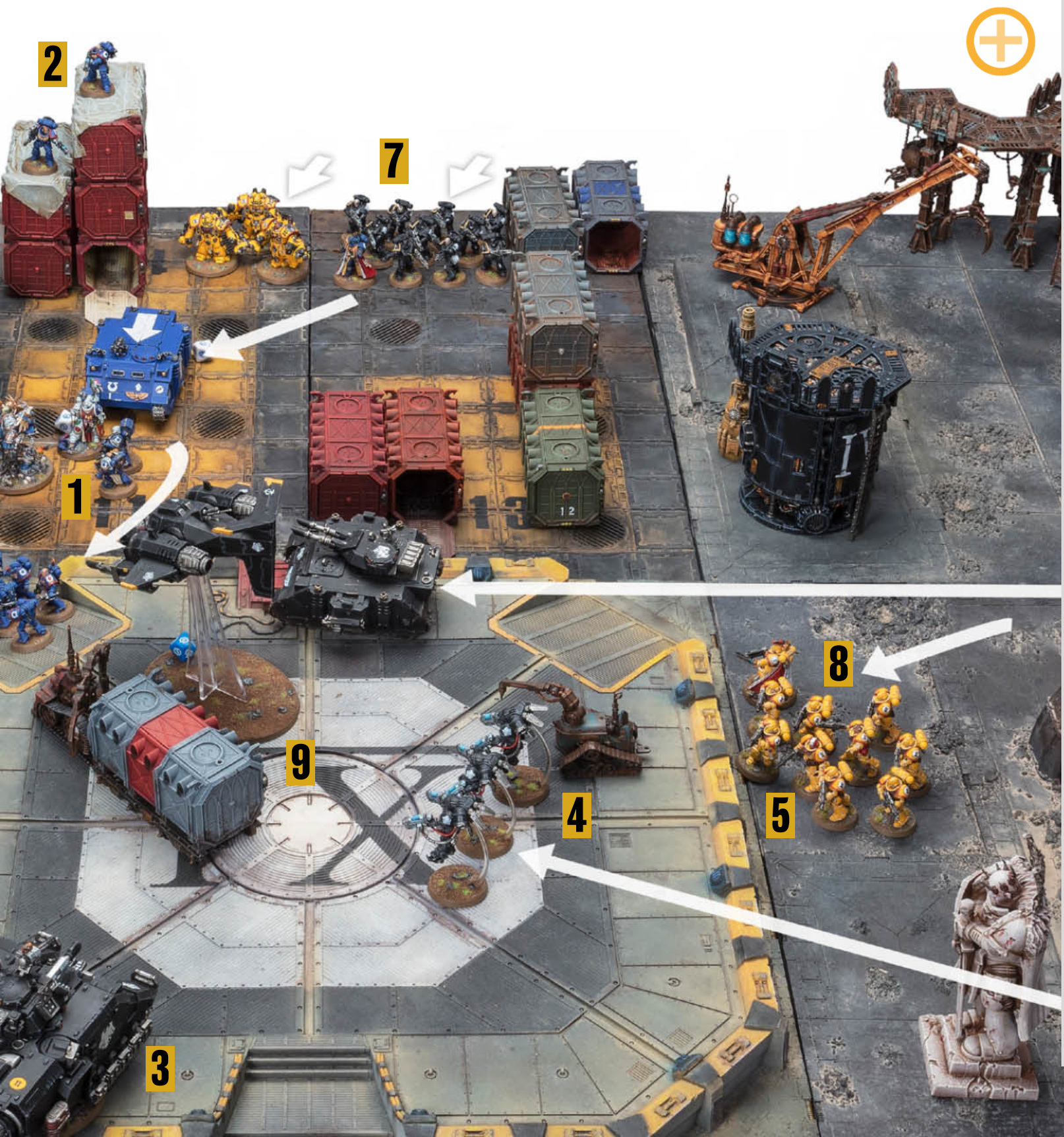
Thanks to the mission special rules, Michael gets plenty of destroyed units – some in new livery – back (7), such as the Primaris Librarian, Assault Centurions and Hellblasters.

The Aspiring Sorcerer leading the southern squad of Rubric Marines uses Infernal Gaze on the Redeptor, taking its last wound – in turn the squad is picked off by the nearby Imperial Fists Intercessors (8).

Michael removes the threat the Chosen squad poses at a stroke with the Raven Guard Stormtalon (9), firing all its weapons and wiping the veteran Traitors out in a single volley of overwhelming firepower.

Stuart, feeling cocky, charges his Chaos Cultists into a fresh squad of Vanguard Veterans (10). Within two turns, only one is left alive – the leader – who is swiftly cut down by the Space Marines.

Stuart moves the second Chaos Cultist unit (11) out of the line of sight of the Imperial Fists Hellblasters (12) – it's a desperate play, but as Stuart's army falls apart, it's all he can really do!





# BATTLE REPORT

## BATTLE ROUND FIVE: THE AVENGING SON TRIUMPHANT

### THE MEASURE OF SUCCESS

This battle round was the last chance Stu had of at least forcing Michael into a minor victory – if he'd been able to keep a unit alive, and Michael rolled under a 3 to end the game.

The difference was small to Stu and Michael – but vital for the second game. A minor victory would mean that Matt could start rolling for aid in the battle round before the first game ended, and only on a 6 (in the next turn, it'd be on a 4+, and on the next they'd arrive for certain). A major victory would mean that Matt would be able to roll for reinforcements two battle rounds before the first game ended. If Stu had more than 25% of his units alive by the end of the game, Matt's reinforcements would have been delayed until even later in the game.

Just as well for Matt that Michael managed a major victory, then!

**F**or the Traitor forces, it was only a matter of time before they were to be crushed by the encircling Imperials – all they could do was sell their lives dearly and pray that the Dark Gods would look favourably upon their sacrifice.

The Chaos Gods seemed entirely uninterested in the plight of their followers as the remaining Crimson Slaughter squad was unceremoniously gunned down by the massed firepower of the Raven Guard contingent – swiftly after the Inceptors the Heretic Astartes had been duelling had pulled back, the better to give their brothers a clear shot.

The remnants of the last Cultist band were forced to pull back, but found themselves trapped by the gunfire of the Imperial Fists Hellblasters and Ultramarines Intercessors to

the north, and the blades of the Raven Guard Vanguard Veterans to the south. Caught between the closing jaws of the Space Marine advance, the Cultists were put to the sword by the scions of Corax.

All that remained was the band of Rubricae under the control of the surviving Aspiring Sorcerer. As de-facto commander of the warband, he led his ghostly charges in the face of certain death, but they were soon shot down by a storm of bolt projectiles. Alone but unbowed, the Aspiring Sorcerer faced the charging Roboute Guilliman in single combat and perished, screaming, in the flames of the Emperor's sword.

With the spaceport cleared of filth, the Indomitus Crusade could continue. Guilliman bade his warriors to make haste, for the task ahead was a weighty one. Rynn's World would be their next battlefield – if the Crimson Fists had survived...





# THE RESULT: IMPERIUM DOMINATUS

## AVE IMPERATOR!

**Michael:** I won't lie, by halfway through the game I was worried I was not going to be able to pull this off – there was just too many Chaos units, almost too many for me to be able to blow apart, despite my superiority in firepower. But once I'd destroyed the first couple of units, the game really began to speed up – helped in part, I suppose, by Stuart throwing his army at mine in the hope of spilling blood in melee.

There was that first-turn blow as my Repulsor exploded and took plenty of people with it, including the Primaris Librarian. It wasn't ideal, but it wasn't the end of the world – its Raven Guard double appearing later on thanks to Sustained Assault meant it got a proper trial.

Guilliman was, well, Guilliman. I knew he'd be a beast on the table, but he was absolutely unstoppable. But the part of the force that performed best was the Raven Guard contingent of the army breaking apart Stuart's eastern flank so I could swoop in behind his army and start picking it apart.

The only real deviation from the master plan was using Command Points to keep characters alive via rerolls, and not using them entirely for Outflanking Reinforcements. That's how it goes!

## OH BLESSED TZEENTCH, FORSAKE ME NOT!

**Stuart:** Well, that really could have gone better come the finish! The wheels really began to come off my plan after the Lord of Skulls was destroyed – but on the upside, I did manage to kill Guilliman. Yes, he got back up again (and murdered every other character in my army that looked at him cock-eyed) but I'd like to count any victory I can.

If I were to play this again, I'd perhaps look at adding more Chaos Space Marines – novel in a Chaos Space Marine army, I know. The Chaos Cultists and Daemons did admirable work (well, the Plaguebearers did) but they lacked survivability or any real ranged presence. The real pleasant surprise was just how well the Rubric Marines did – especially those warpflamers! They can prove to be very, very nasty against any unit brave (or daft) enough to charge you, even Space Marines. Throw in the fact that Rubric Marines get a bonus to their save against most basic weapons, and they're rock-solid. Certainly enough to make one consider a Thousand Sons warband down the line.

I'd also like to thank Michael for being courageous enough to overcharge every shot with his plasma weapons – it paid off (for me), even if it did blow up my Lord of Skulls...

## MODELS OF THE MATCH

**Michael:** Despite their rather suicidal tendency to die from overcharging, I have to pick the Hellblasters. They just did so much damage throughout the game – both units of them really punched above their weight.

**Stu:** I'm going to be glib and say Michael's Repulsor – it blowing up did far more damage to his command cadre than I could have hoped for. It killing his Primaris Librarian also meant I could keep psychic dominance in spite of my psyker character being flattened by artillery before the game started.





## BATTLE REPORT

# GAME TWO – LAST STAND OF THE CRIMSON FISTS

As the Ultramarines battle the dark forces of Chaos, the Crimson Fists are besieged by the resurgent Orks on Rynn's World. Reduced to small pockets of resistance, they prepare to fight to the last man...

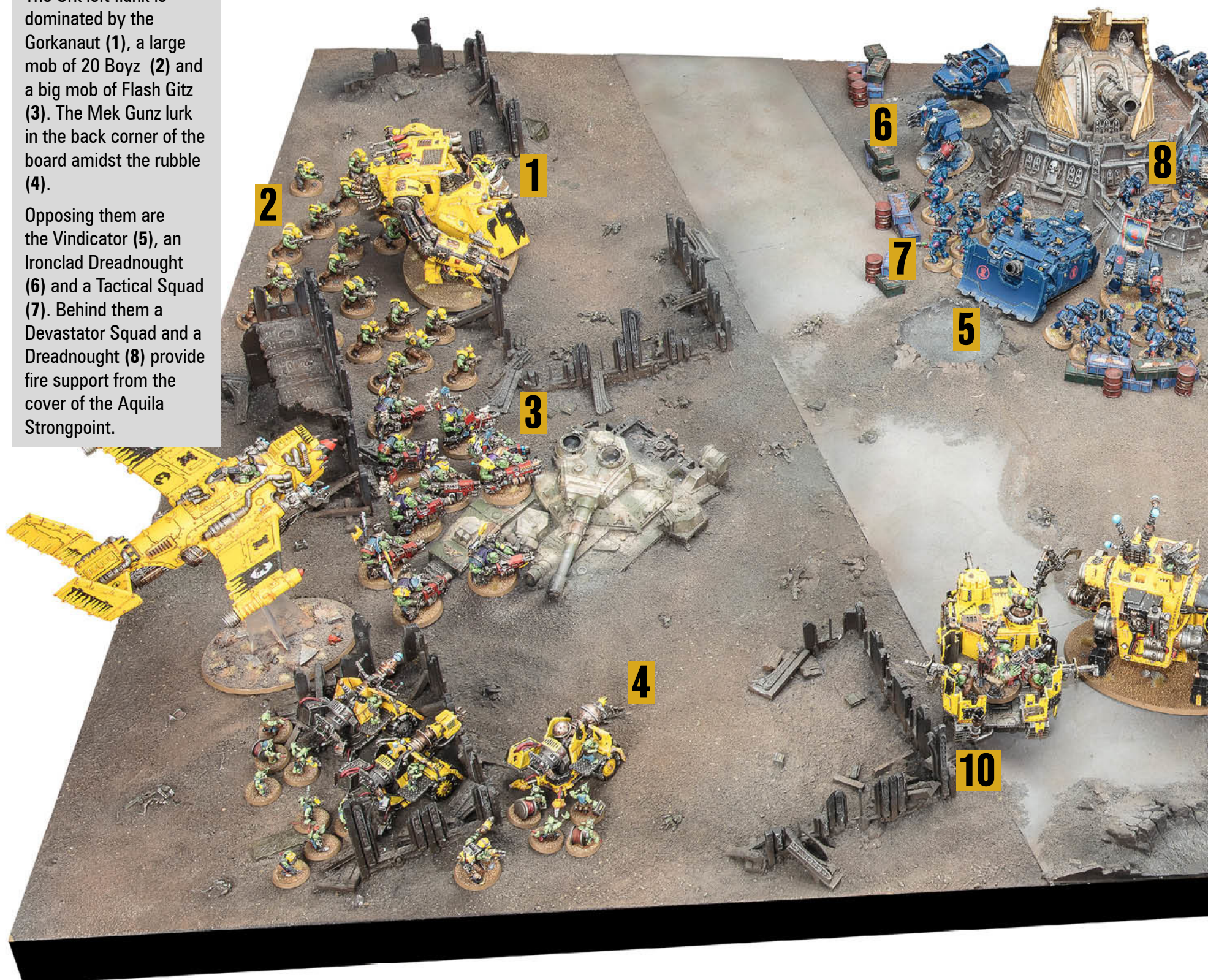
**A**fter weeks of hard fighting against the Orks, Chapter Master Pedro Kantor finally had to admit that this might be his last battle. The Crimson Fists Chapter of Space Marines, its ranks severely depleted following a Daemoniac incursion, was now battling for survival against an Ork invasion. It was not the first time the Orks had attacked Rynn's World – it surely wouldn't be the last, either – but the Crimson Fists were now too few in number to hold back the green tide. A few strike forces still held out, the largest of which Kantor commanded himself. Even now they were retreating into the battered defence lines surrounding New Rynn City. Seeing a macro cannon emplacement on a nearby hill, Kantor ordered the battered Space Marines under his command to set up a defensive

position around it. The Orks, despite their lack of organisation, were eager for another fight, and would soon be upon them again. The Crimson Fists would only have enough time to throw up a few hasty barricades, but it might just be enough to see off the next attack.

Pedro Kantor checked the communications rune on the inside of his helmet visor one final time, but the icons remained dull and lifeless. His Astropathic call for urgent aid had gone unanswered. The Imperium, it seemed, was in turmoil following the Blackness – nothing penetrated the Noctis Aeterna. Looking up, Kantor could see the dust cloud on the horizon. The Orks would be upon them soon enough. This time there would be no retreat, for now there was nowhere to retreat to...

The Ork left flank is dominated by the Gorkanaut (1), a large mob of 20 Boyz (2) and a big mob of Flash Gitz (3). The Mek Gunz lurk in the back corner of the board amidst the rubble (4).

Opposing them are the Vindicator (5), an Ironclad Dreadnought (6) and a Tactical Squad (7). Behind them a Devastator Squad and a Dreadnought (8) provide fire support from the cover of the Aquila Strongpoint.





**Matt:** So, I'm outnumbered, outgunned and surrounded right from the start – this already looks pretty bleak! My goal, really, is to survive long enough for my reinforcements to arrive – I know they're coming, I just don't know when. They might arrive in my second turn, they might arrive in my fifth... or anywhere in between. So until then I've got to hold out. As befits a last heroic stand, we've agreed that the Crimson Fists will all start in cover behind hastily thrown-up barricades, boxes, crates and barrels. It will give them some protection from the Orks shooting early on, but I can't imagine it will help when the Orks charge into combat. My plan is to keep as many units near Pedro Kantor as possible to benefit from his re-rolls and special abilities (my models get an extra attack in close combat if they're near him) and use my Dreadnoughts to charge units I don't want getting too close such as the Gork-(or possible Mork)-anauts.

**Dan:** I'm in command of a huge Ork horde about to krump some Space Marines – I couldn't be happier. My battle plan is to rush the Crimson Fists as quickly as possible, get some early charges in and hopefully tie them up in combat so they can't shoot da ladz. But, if all goes wrong and I do start getting shot, I've got a cunning plan (*where have we heard that before?* – Ed). I have two Big Meks in the army – one on either flank – with kustom force fields that will give all nearby units an invulnerable save from shooting. And the Morkanaut in the middle of the battleline has a force field, too, which should protect all my transport vehicles (and their precious choppa-wielding cargos) from the worst of the enemy's shooting. If I can prevent casualties on the way in, I should have enough boyz left to bring down most of the Crimson Fists before Matt's reinforcements arrive. At least that's the plan, let's hope the Orks agree with it...

As mentioned at the start of the two Battle Reports, the Crimson Fists will receive Primaris Space Marines as reinforcements later in their battle. When they arrive, however, will depend entirely on how quickly the Ultramarines and their allies defeated the forces of Chaos in the first game. Dan and Matt genuinely have no idea when or how the reinforcements will turn up, only that they will arrive some time after the first battle round. Martyn, who is taking the pictures for the game, will deliver the good news (bad, in Dan's case) of their arrival.

On the right flank, two mobs of Nobz **(12)** and a mob of Boyz **(13)** prepare to sneak around the back of the Crimson Fists while the Deff Dread and the Killa Kans aim to hit them from the front **(14)**. The majority of the Tactical Squads wait for them behind the barricades **(15)**, backed up by the Assault Squad with jump packs **(16)**.





# COVER FEATURE



## KANTOR'S LAST COMMAND

As befits the scenario we've concocted, the Crimson Fists are split into two forces – Pedro Kantor's last stand and Captain Gauvian's much-needed Primaris Space Marine reinforcements.

Pedro Kantor's strike force is organised into a Battalion Detachment primarily made up of infantry units, which fits not only the style of warfare preferred by the Crimson Fists, but also fits the background of the story and the new artwork painted by Igor. The army is commanded by Pedro Kantor (1) with a Captain in Terminator armour (2) as his second. A trio of Dreadnoughts (3-5) fill out the Detachment's Elites slots, one of them an Ironclad Dreadnought (6) armed with a deadly chainfist. An Apothecary (7) and a Terminator Assault Squad (8) round out the Elites section of the army, the Terminators giving Matt the opportunity to teleport in reinforcements anywhere on the board if required.

Five Tactical squads (9-13) make up the core of the army and will be stationed around the perimeter of the Crimson Fists' hastily erected defensive wall. It will be their duty to

## POWER LEVEL: 206

hold back the Ork infantry for as long as possible. They are backed up by a Devastator squad (14) and a Vindicator (15), both of which should be able to punch holes in the ramshackle Ork vehicles with ease. Two Assault squads (16 and 17) and a Land Speeder (18) make up the Fast Attack elements of the army and will be used to plug gaps in the defensive line or, if Matt feels daring, sally forth and give the Orks a kicking in their own deployment zone.

Captain Gauvian's strike force is organised into a Vanguard Detachment led by Gauvian – a Primaris Captain in Gravis Armour (19) – and a Primaris Lieutenant (20). This Detachment is Elite-heavy and includes four Elite units – a Primaris Ancient (21), a unit of Reivers (22), a squad of Aggressors (23) and a Redeptor Dreadnought (24). A large unit of 10 Intercessors (25) and a squad of five Hellblasters (26) form the core of Gauvian's strike force, providing it with exceptional anti-infantry firepower, which could be very handy considering the number of Orks they'll be fighting. If they make it to the battlefield in time, of course!





## RIPFIST HAKMAW'S YELLA WAAAGH!

The Orks are organised (a loose term to describe Orks, we know) into two mobs – a Battalion Detachment containing most of the Boyz, Nobz and vehicles, and a Spearhead Detachment containing the big gunz.

The army is commanded by Ripfist Hakmaw, an Ork Warboss (1) with a power klaw and a bad attitude. He's ably assisted by a Big Mek with a kustom force field (2) and three mobs of Nobs – da Krumpas (3), da Rokkit Boyz (4) and da Rich Gitz (5) – a large unit of Meganobz. A Painboy (6) will hopefully ensure that any lost limbs are swiftly stitched back on. The Painboy's abilities, combined with the protective bubble of the Mek's force field, should ensure that a large number of Orks reach the Crimson Fists' defensive lines.

The core of the army consists of 60 Ork Boyz in five mobs (7-11), two of which ride to battle in Trukks (12 and 13) to get them into the action that little bit quicker. And maybe even a little more safely... As is Dan's preference, most of the unit Nobz wield power claws to ensure they can punch through power armour (or heavily armoured vehicles)

when they get into combat. One of the Trukks also has a wreckin' ball for close encounters.

A Battlewagon with a grabbin' klaw (14) completes the list of vehicles in the army and serves as Ripfist and the Meganobz's ride in the coming battle. To give a little extra protection to the Battlewagon (it only has 16 wounds...), Dan plans to deploy the Morkanaut (15) alongside it, the big walker's kustom force field protecting the Battlewagon and Trukks from excessive firepower. The army also includes a Gorkanaut (16) for some extra crumpin' and shootin' and a Deff Dread (17) for exactly the same reasons! Two flyers – a Blitz-Bommer (18) and a Wazbom Blastajet (19) – round out the Battalion Detachment.

The force's second detachment is a Spearhead Detachment led by Big Mek Buzzkrank (20), who wears a suit of mega armour. In his retinue is a lower-ranked Mek (21) who tends to the battery of Mek Gunz (22). This Heavy-support Detachment also includes a trio of Killa Kans (23) and two units of Flash Gitz (24 and 25).

**POWER LEVEL: 211**





# BATTLE REPORT

## BATTLE ROUND ONE: THE ORKS ADVANCE, EXPLOSIONS HAPPEN

**T**he Orks advanced with a mighty Waaagh!, launching themselves towards the Crimson Fists. Warboss Ripfist ordered his Battlewagon forward, keeping it within the protective force field of the looming Morkanaut nearby. A Wazbom Blastajet roared overhead, a beam of energy from its smasha gun lifting the front of the Vindicator from the ground but dropping it just as quickly. A moment later, a salvo of head-sized force bubbles slammed into the blue-armoured tank, each one detonating with a thunderclap and rupturing its armour irreparably. The blue tank smoked ominously as a searing beam of energy, also from the Mek Gunz, burned clean through its siege shield. Though the Orks were keen to get to grips with the enemy, only the Morkanaut reached striking distance to pulverise a few of them before the Crimson Fists started firing back.

### SPENDER OR SAVER?

In a curious display of blasé point-spending, Matt used five of his seven Command Points in the first battle round, using most of them to re-roll the damage dice when firing at the Gorkanaut. It didn't do him much good, though, as his re-rolls were often as bad as his original rolls, but it brought up the interesting question of when to use your Command Points. Dan saved most of his for later in the game, but perhaps he should have re-rolled some of those force field saves for his Gorkanaut...

And fire back they did. The Tactical Squads of the Crimson Fists opened fire on the Boyz swarming across the missile silo to the east, but their shots simply bounced off the Big Mek's force field. Pedro Kantor, watching the Orks get ever closer, ordered his units to fire on the Trukks in an effort to destroy them, but the ramshackle vehicles held together. Nearby, the Morkanaut rampaged through his warriors, only to be stopped dead by Venerable Morven, one of the Chapter's Dreadnoughts. Though Morven caused grievous damage to the Ork war engine, the Morkanaut somehow remained standing before crushing the chapter hero in its claw. The Gorkanaut was not so lucky. It's plough-like gut already holed by lascannon fire, it came face to face with Ancient Iocles. The Dreadnought charged the towering effigy of Gork and ripped it clean in half with its chainfist, causing a colossal explosion.

The Orks on the left flank move up slowly (1), using their firepower to whittle away at the Space Marines while the Wazbom Blastajet attempts to pick up the Vindicator with its smasha gun (2) but finds the tank a little too heavy. The Mek Gunz have more success (3). The kustom mega-kannon strips three wounds off the Vindicator before the bubblechukka pounds it with force field bubbles that take off another six!

The Morkanaut (4) fails to finish off the Vindicator, but does make it into combat. The Trukk Boyz (5) advance right up to the Tactical squads ready to disembark next turn. All the Boyz on the right flank also advanced (6), along with the Deff Dread and Killa Kans (7). The nearby Nobz shoot but cause minimal casualties to the Crimson Fists.





## DA KRUMPIN' BEGINS

The Morkanaut was the only Ork unit to make it into combat in the first turn, the rest having failed their charges and then their re-rolls for 'Ere We Go. To give the Orks some credit, though, they were attempting very long charges and suffered overwatch fire as a result! The Morkanaut smashed apart a mere four Tactical Marines in combat (Dan still hasn't learned to roll dice) and unsurprisingly suffered no damage in return. The Dreadnought behind the Tactical squad eyed up the hulking war machine...



The Assault Marines leap from cover to fight the Nobz on the Vortex Missile silo (8). Their attack is poorly executed and the Assault Marines lose three of their number while killing no Orks in return.

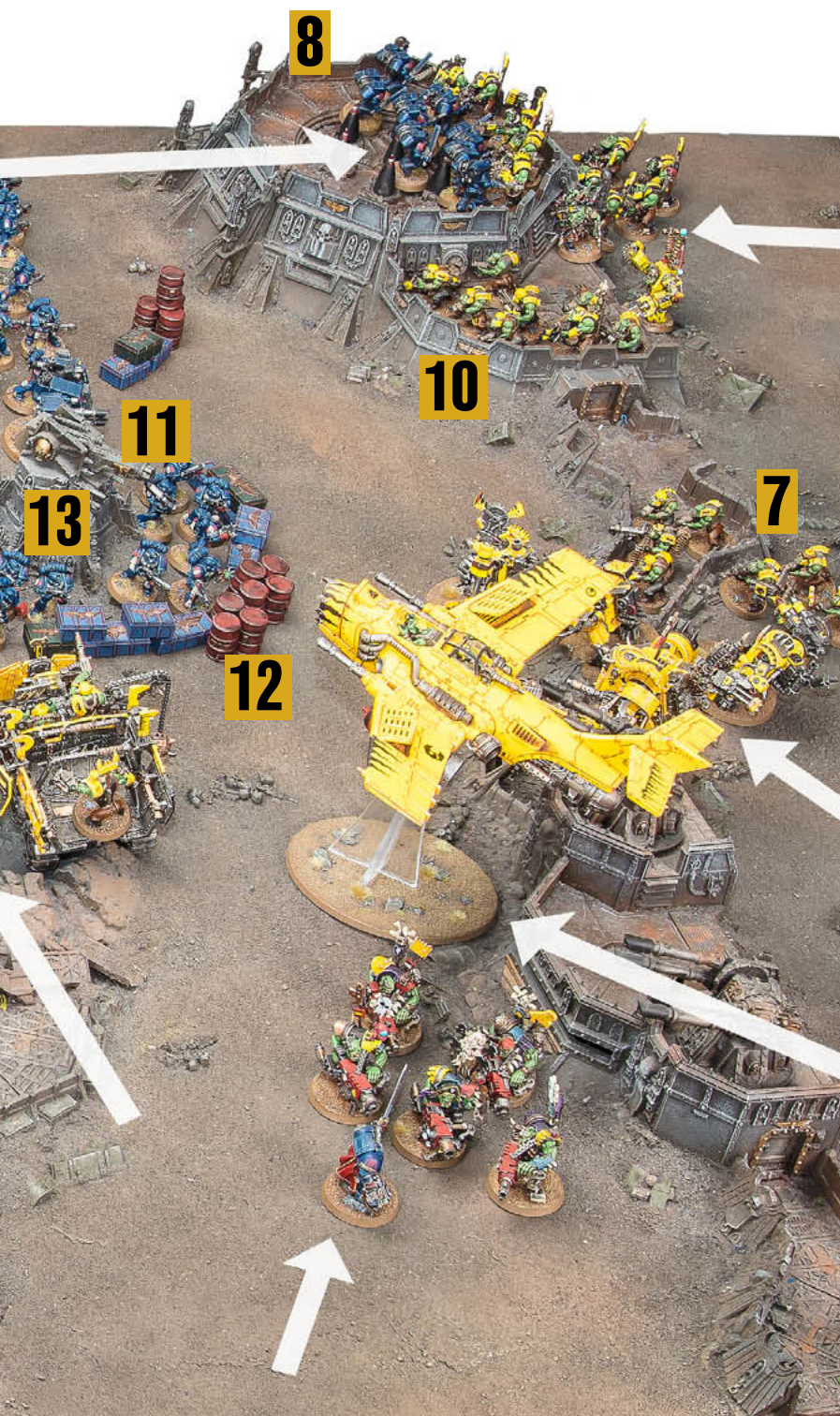
The Tactical Marines (9) fire upon the Ork Boyz (10), but the Big Mek's force field protects them from the worst of the damage. The nearby Dreadnought (11) blasts several holes in a Killa Kan, but fails to kill it.

The Tactical Squad on the south-eastern flank (12) almost destroys the Ork Trukk in front of it with support from the automated Vengeance Weapon Battery (13), which we decided Matt could use if he had a unit next to it.

Kantor remains at the centre of the battle line (14), providing re-rolls to hit for all units within 6". This proves to be a sound tactical move by Matt when he fires the lascannon-armed Devastators (15) at the Gorkanaut and needs to re-roll both shots. They take six wounds off the mighty machine. The Macro Cannon (16), however, misses the Gorkanaut entirely, despite its huge size and close proximity. Even a Command Point can't improve Matt's dice rolling.

A Dreadnought charges the Morkanaut (17) and causes six wounds. It is then pulverised by the mega-dread's huge claw.


The Land Speeder (18) flanks the Ork army with plans to target the Big Mek in a future turn. Not that it matters. The Ironclad charges into the Gorkanaut and inflicts 12 wounds with its chainfist (19). The war engine explodes, also wiping out the Land Speeder, five Ork Boyz and a Flash Git. The Big Mek takes two wounds, and the Wazbom Blastajet five. The Dreadnought remains unharmed as Matt plays the Armour of Contempt Stratagem.



## ENGAGE THE TELEPORTARIUM

Before the battle, Matt elected to keep his Terminator Captain and Terminator Assault Squad in the teleportarium chamber, ready to be deployed at a moment's notice. He brought them down behind Dan's army in the first turn, moving the Terminators to attack the Mek Gunz (which Matt decided he really didn't like after they nearly destroyed the Vindicator) and the Terminator Captain to fight the Flash Gitz. The Captain made it into combat and started hacking his way through the Flash Gitz. The Terminators failed their charge and, to add insult to injury, one of their number was blown to smithereens by a well-aimed bubble. Yes, a bubble...





The Ork Boyz run from the Ironclad Dreadnought and cover in the ruins, from where they shoot at the Tactical Marines (1).

The Morkanaut falls back from combat (2) but, because it's Big 'n' Stompy, it can still shoot. It does, too, and blows up the Vindicator. Behind it, Ripfist and his bodyguard disembark from the Battlewagon.

Both Trukks unload their cargoes of Orks (3). One unit assaults the Tactical Squad the Morkanaut was previously fighting, while the other piles into the Assault Squad next to Kantor (4). The Tactical Marines somehow survive. The Assault Marines do not.

The Killa Kans also get into combat with a Tactical Squad (5), but Dan fails to leave enough room for the Deff Dread to join the fight, too. The Killa Kans manage to kill the last few Tactical Marines regardless, but lose one of their number in the process.

The Ork Boyz leap from the trenches to charge the Space Marines (6). The overwatch fire is punishing, but a few of them make it to the Crimson Fists alive and start chopping them up.

## BATTLE ROUND TWO: WHERE THE FIGHT BECOMES DESPERATE

**A**s the Gorkanaut exploded, Ripfist and his bodyguard leapt from their Battlewagon to engage the enemy. His first action was to order the Morkanaut out of combat so it could target the Vindicator, which it promptly blasted into atoms. Across the battlefield the Orks scaled the Imperial defences and set about hacking apart the Crimson Fists. Kantor's Assault Squad was butchered, as was the Tactical squad defending the Vengeance weapon battery, but once again the Tactical Marines in front of the Morkanaut refused to die. Ripfist and his Meganobz ignored them and hacked apart the Space Marines that were previously standing behind the Vindicator. They made for poor sport.

Their right flank now crumbling, the Crimson Fists consolidated their strength on their left flank. The two Tactical Squads blasted apart

### REINFORCEMENTS PLEASE!

"No, not yet," says Martyn. Clearly Michael's Ultramarines hadn't managed to wipe out Stu's Chaos Space Marines very quickly in the first game. This meant that Matt would have to fight his second turn with no additional resources and then survive Dan's third turn (at the very least!) with no extra units. His army was already starting to look a little lean – he was down to two Command Points and the Orks were already in combat. Could Matt hold them off?



one of the Ork mobs as they charged, then holstered their bolters to bring their bolt pistols to bear. Behind them, the Dreadnought and Devastators, along with the macro-cannon, fired upon the Morkanaut, reducing it to molten slag.

Alone on the Crimson Fist's right flank, the Ironclad Dreadnought stormed into the Meganobz and ripped three of them to shreds before taking horrific damage in return from their killsaws – it would not be able to stay standing for much longer. Seeing his battle-brothers falling around him, Pedro Kantor, along with another of his Dreadnoughts, stormed into the Killa Kans and smashed them to pieces, one of them exploding which a blast powerful enough to wipe out a nearby mob of Orks. It was small consolation, though, as by this point barely half the Space Marines were still standing...





Meanwhile, the Assault Marines continue to have a very bad day against the Ork Nobz (7), their power armour torn to shreds by the Orks' killsaws.

The Tactical Squads use their bolt pistols to shoot the Orks they are in combat with (8). They kill most of them, but enough Orks survive to wipe out one of the squads (9).

The Dreadnought and Kantor charge the Killa Kans, wiping them out but blowing one of them up in the process (10). The resulting explosion wounds Kantor, but it also obliterates the Ork unit nearby.

The Ironclad (11) ignores the Ork Boyz and pounds towards the Meganobz. It butchers three of them (its chainfist does four damage with each hit) but it is almost ripped apart by their killsaws in return. Matt's tactic of using his Dreadnoughts as ablative armour seems to be working, but the cost is steep.

Elsewhere... Don't ask what happened to the Terminators! Oh, okay, if you insist. They get hit by more bubbles and force blasts as they charge the Mek Gunz. None complete the charge...



## LASCANNON: ANOTHER NAME FOR DEATH

The Devastators on the Aquila Strongpoint had already contributed to the death of the Gorkanaut in the first battle round, so it was no surprise when Matt aimed them at the Morkanaut in his second turn. Along with the macro-cannon itself, they succeeded in blowing the Morkanaut to smithereens (the two lascannons caused nine wounds between them), despite Dan using several Command Points to re-roll its force field saves. Beware the lascannons, they are mean! Dan soon got his revenge on them, though.





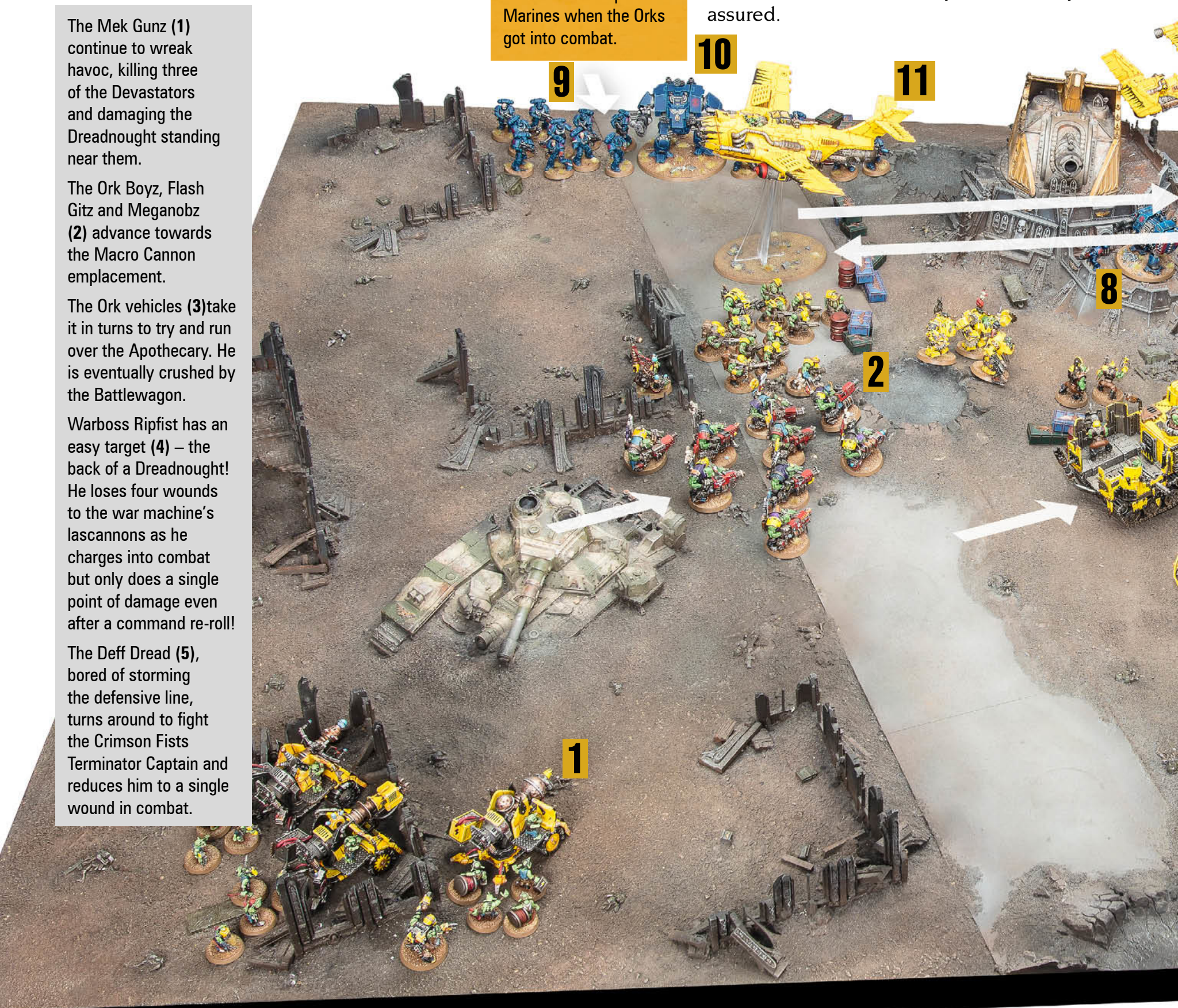
The Mek Gunz (1) continue to wreak havoc, killing three of the Devastators and damaging the Dreadnought standing near them.

The Ork Boyz, Flash Gitz and Meganobz (2) advance towards the Macro Cannon emplacement.

Warboss Ripfist has an easy target **(4)** – the back of a Dreadnought! He loses four wounds to the war machine's lascannons as he charges into combat but only does a single point of damage even after a command re-roll!

## A LUCKY SAVE

moment that Pedro Kantor knew, for the first time, that victory was possible. The Primaris Space Marines set upon the Orks immediately. The Intercessors and Primaris Dreadnought fired shot after shot into the Ork Boyz nearest to them, killing so many that the gore-drenched survivors fled in panic. The Meganobz suffered an even worse fate, their armour, skin and bone melted by overcharged plasma blasts from the Hellblasters. Buoyed on by the arrival of their new battle-brothers, the last surviving Crimson Fists lay into the Orks with newly found fervour. The few surviving Tactical Marines killed off the Orks on the Vortex Missile silo, while Kantor turned to face Warboss Ripfist. Both warlords were on the brink of death, but Kantor proved the stronger in combat, punching the Ork's head clean from his shoulders. The fortunes of the Crimson Fists had turned, but victory was still not yet assured.





## THE TURNING OF THE TIDE

The Crimson Fists' reinforcements arrived in the movement phase in Matt's third turn, bringing him much-needed extra firepower. The Redeptor Dreadnought, Hellblasters, Intercessors, Lieutenant and Ancient arrived on the Space Marines' western flank, while the Aggressors, Reivers and Captain Gauvian arrived on the eastern flank.



6



## GUN-CRAZY SHOWOFFS

Having seen the Ork Boyz shredded by the Intercessors and the Redeptor Dreadnought and the Meganobz blasted to atoms by the Hellblasters, the Flash Gitz returned fire, hammering the Hellblasters with snazz-bullets and energy blasts, killing three of them. Then they decided they hadn't quite fired enough bullets, so they shot the Hellblasters again, wiping out the unit. Having earned Matt's ire, the Flash Gitz became the target of most of his shooting the following turn, but the Big Mek's force field kept a few of them alive.

The Aggressors and Reivers arrive behind Buzzkrank's flanking force (6) and do almost no damage from shooting, firstly because most of the Orks are in combat and secondly because Buzzkrank's force field seems to be particularly effective. The Aggressors, undaunted, charge into the Nobz and wipe them out.

Kantor leads the attack against the Orks cowering on the silo (7) and is reduced to a single wound by overwatch fire. He then fails his charge, but the Reivers reach and set to work with their blades.

The lascannon-armed (8) punch holes in the Ork Battlewagon, but with 16 wounds, it proves hard to destroy. A salvo from the Dreadnought cripples it almost beyond repair.

The Intercessors (9) arrive and fire at the Ork Boyz, causing nine wounds but killing just one due to the Big Mek's force field. The Redeptor Dreadnought (10), however, kills nine Orks and the last few survivors flee the battlefield.

The Hellblasters (11) annihilate the Meganobz with plasma fire.

## SECTOR (ALMOST) SECURED

The arrival of the Aggressors changed the fate of the battle for the Crimson Fists. The Ork Nobz, who had caused so much carnage with their killsaws, were punched to oblivion by the Aggressors, while Captain Gauvian made light work of the Painboy (even as he tried to heal himself). The Reivers, meanwhile, tried to bring down Buzzkrank, but found his mega armour a tough nut to crack (and his power claws extremely deadly).





# BATTLE ROUND FIVE: THROUGH SACRIFICE, SALVATION

## BUBBLECHUKKA!

The bubblechukka quickly became one of the stars of the battlefield, not necessarily because of the amount of damage it caused, but because of the fun Matt and Dan had using it. It has an unusual way of firing whereby all of its statistics are randomly generated and picked by both players together. On one occasion, this left the Bubblechukka firing measly strength 1 shots, but at -6 to the enemy's armour save! The next turn it was doing six damage with every shot. It proved to be particularly deadly against vehicles.

**F**ollowing the death of Ripfist and the arrival of the Primaris Space Marines, the Orks were suddenly in serious trouble. What had earlier been a surefire victory now looked like a crushing defeat. But the Orks weren't going down without a fight.

The last surviving Flash Gitz opened fire on the Intercessors, hitting and killing two of them. Then the distinctive whine of the kustom megakannon filled the air and three more Intercessors were vapourised by searing beams from the Mek Gun. The Redeptor Dreadnought behind them didn't escape unscathed either. Bubble-shaped rents suddenly appeared in its armour as the bubblechukka blew holes out of it, and it was dragged briefly along the ground by the traktor kannon before the grots crewing the gun realised the Dreadnought was just too heavy to lift. On the other side of the battlefield,

Buzzkrank continued his one-Ork crusade against the Aggressors, Tactical Marines, Reivers and Captain Gauvian, killing all but one of the Reivers in a flash of sparks and blades.

Vengeance was swift and painful. The Intercessors finished off the Flash Gitz, while the Redeptor Dreadnought filled the sky around the Blitz-Bommer with bullets, bringing the ork plane crashing to the ground. The Devastators brought their lascannons to bear on the Battlewagon once more and blew the ruined vehicle to pieces, just as the Captain in Terminator Armour destroyed the Deff Dread with his relic blade. The last act of defiance fell to the Big Mek Buzzkrank, who finally met his match when Captain Gauvian charged him. As Gauvian slew the Ork Mek, the Orks finally realised their battle was over. The Crimson Fists chased the survivors from the field. They were battered, but they were victorious.

## THE LAST STAND OF THE FLASH GITZ

The Flash Gitz had taken such a pounding by Matt's units in the fourth battle round that Dan had to use his last two Command Points to enact the Insane Bravery Stratagem, thereby ensuring they stayed in the fight. Though they killed a couple of Intercessors, they were targeted once again by the Primaris Space Marines in Matt's following turn and, despite the Big Mek's force field, were wiped out. Over the course of the battle, the Big Mek's presence had negated over 20 wounds of damage on nearby units, making it a worthy purchase. Fittingly, the Big Mek was one of the battle's few survivors. His body is yet to be found...





# BATTLE REPORT

## A CHAPTER REBORN

### THE EMPEROR IS OUR SHIELD AND PROTECTOR

**Matt:** Well, that got a little bit too close for comfort. At the end of Dan's third turn I had just Pedro Kantor (on one wound!), 11 Space Marines and two damaged Dreadnoughts left on the battlefield. I reckon – given where Dan's units were – I could have survived one more turn, but I think I would only have had a Dreadnought left standing. Fortunately, my reinforcements arrived just in time – clearly Michael managed to wipe out Stu's forces in reasonably good time in the first battle. I could certainly have done with the Primaris Marines arriving sooner, but my third turn was better than nothing.

Honestly, I didn't have much of a battle plan in this game other than to survive. My idea was to throw out units like the Ironclad Dreadnought and hopefully hold up some of Dan's advancing units. I reckon I half-succeeded in that – the Ironclad was awesome, but the other Dreadnought clearly struggled against the Morkanaut – I needed to damage the orky walker a bit more before sending the Dreadnought in for the killing blow. When things started to look a bit ropey, I consolidated most of my units towards the vortex missile silo in the hope of making that my last defensive line. I think the Crimson Fists performed admirably in this battle – long may they continue to do so!

### SO MUCH KRUMPIN'

**Dan:** Now that was a great battle and no mistake. Right from the outset it looked cool, with the Crimson Fists surrounded and the Orks ready to pounce. That's an important factor in any game for me – that it looks exciting.

My first turn was a little disappointing in that the barricades helped keep most of the Space Marines alive, but my units kept whittling away at them – a casualty here, a casualty there – and slowly the lines started to crumble. Then I got into combat in the second battle round and the Crimson Fists looked to be in serious trouble. Honestly, I thought the battle might have been over by that point, especially when Matt's reinforcements didn't arrive, but he held his ground well and used his Command Points wisely to make sure my best units died. Pedro Kantor proved to be a real star, too, giving nearby units re-rolls to hit and an extra attack. He then punched two Killa Kans to death, which was really heroic and cinematic, before striding through the explosion to kill my Warboss.

What could I have done differently? Take more Mek Gunz – those things are amazing! And also I should have screened the Gorkanaut with Boyz so the Ironclad couldn't charge it. Silly human, not knowing kunnin' orky taktiks! 🐼

### MODELS OF THE MATCH

**Matt:** Oh, definitely the Ironclad Dreadnought. I hoped it would damage the Gorkanaut, but instead it just tore it to pieces! Four damage with every hit of its chainfist is crippling. I was very impressed with how well it did against the Meganobz, too.

**Dan:** It has to be the Mek Gunz for me. The kustom mega-kannon was great, but the Mek Gun with the bubblechukka was awesome! Not only was it great fun to use, it was really powerful, too. I am definitely going to add some to my own Ork army soon.





THE ULTIMATE GUIDE TO...

# THE RHINO APC

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we take a closer look at the unsung hero of countless battlefields - the Rhino armoured personnel carrier.







**T**he Rhino is one of the most recognisable vehicles in the galaxy, an armoured personnel carrier that has been at the forefront of the Imperium's wars for over 10,000 years. Well-armoured and highly mobile, the Rhino is the favoured transport vehicle of the Space Marines, and it is held in such high esteem that every Battle Company of every Space Marine Chapter has access to a fleet of them. Mounted in Rhinos, an Adeptus Astartes strike force can deploy rapidly into the heart of the enemy army and deliver the Emperor's justice with brutal efficiency. It is said that the Strike Cruisers of the Adeptus Astartes enable the Space Marines to rule the stars. So it can be said that the Rhino enables them to rule the battlefield. Relentless and reliable, a Rhino can sustain greater damage than other armoured transports and remain operational, which may well account for its longevity as a vehicle design. Indeed, so well is its design regarded that nearly every tank in the Space Marines' armoury is based on the chassis of the Rhino, from the Predator battle tank to the Vindicator siege tank. Many of these Rhinos and their variants are thousands of years old and have seen service across the length and breadth of the galaxy, having been meticulously cared for by their Chapters' artisans and Techmarines. It's no surprise, considering the strength of belief prevalent in the 41st Millennium, that the long-lived Rhinos – which protect their charges so diligently – are often venerated by those who ride to battle in them.

#### **THE BIRTH OF THE RHINO**

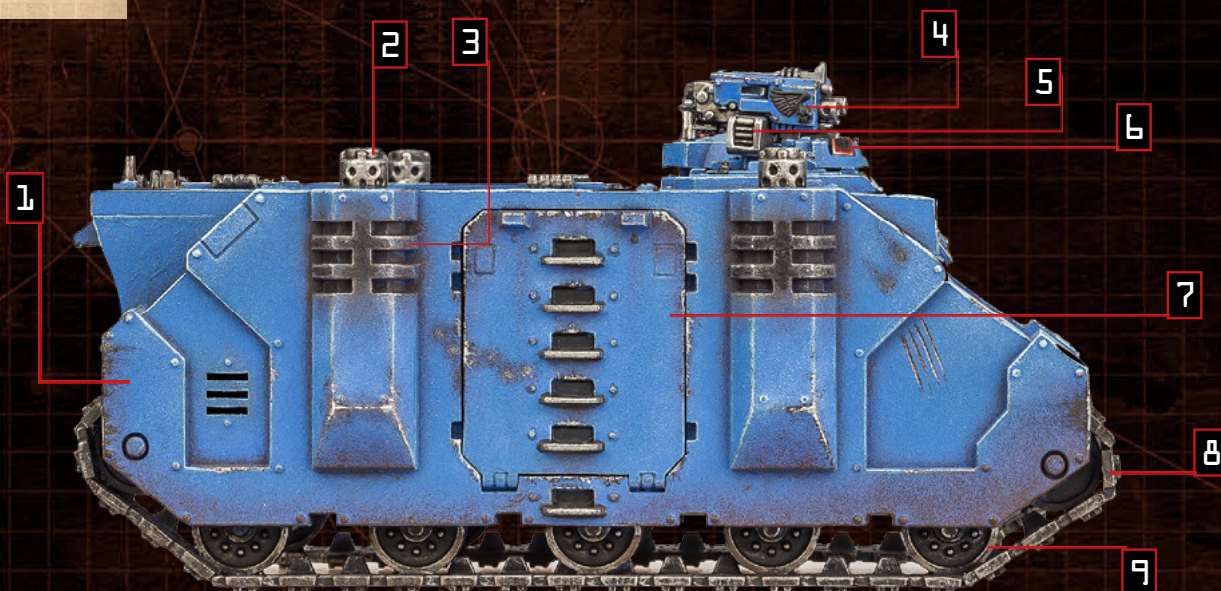
The Rhino can trace its origins back to the Age of Exploration, when mankind took its first steps on its journey to conquer the stars. To aid it in this was the Standard Template Construct system – the STC. The versatility of the system enabled the earliest settlers to input their needs into the STC and it would design the most practical and robust solution to meet those requirements. When the first colonisation fleets finally reached distant solar systems and habitable planets, one of their first requirements was a vehicle with which they could explore their new worlds. The vehicle the STC designed was the RH1 N0 Tracked Exploration and Multi Defence vehicle – more commonly known as the Rhino. Initially the Rhino was purely used as a tracked armoured transport, designed to cope with all manner of hazardous environments and to cross almost any terrain. It wasn't long, however, before the Rhino was pressed into military service against hostile alien races encountered by the settlers. The earliest recorded use of the Rhino in a military capacity was on Torben's World many thousands of years before the Great Crusade and the formation of the Imperium. The Rhino's success saw it become the standard transport ►



# THE ULTIMATE GUIDE TO...

## +++RHINO MK. IIC+++

Rhino designation  
Mk. IIC Mars Pattern.  
Produced on Macragge,  
547.M34.



Armour: 30-60mm

Maximum Speed: 70kph  
on road, 55kph off-  
road

Crew: 1 (Driver)

Passengers: 10 Space  
Marines or Battle  
Sisters

Fording Depth: 1.20m

Weight: 30 tonnes  
unladen

Length: 6.6m

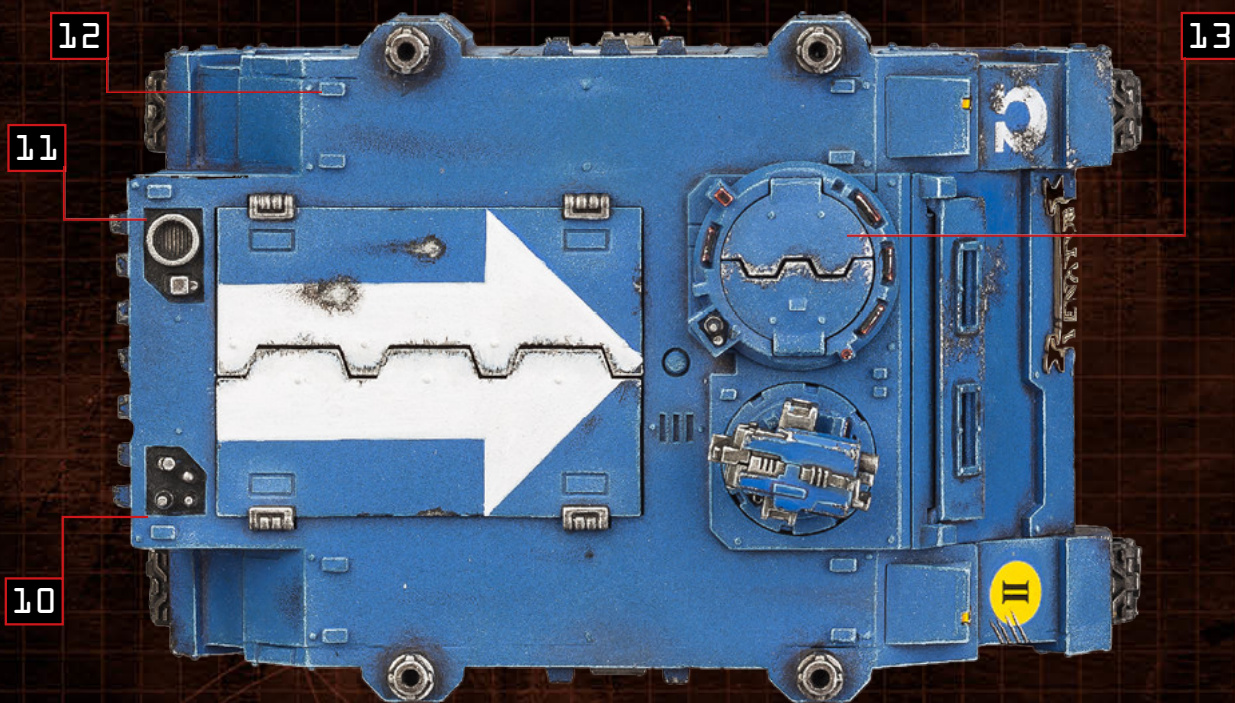
Height: 3.6m

Hull width: 4.5m

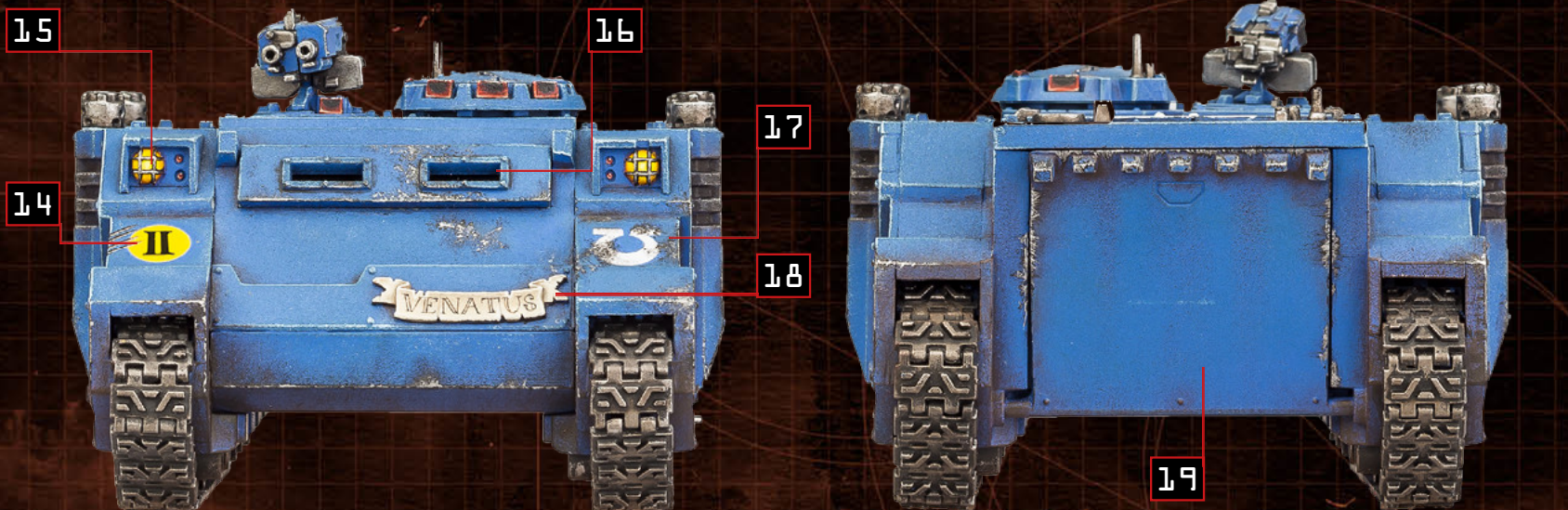
Ground clearance: 0.44m

Main armament: M33 Mk.  
VI Storm Bolter

Secondary armament: Mk.  
II Tenebrus Smoke  
launchers, Mk. VIII  
hunter killer missile  
(not mounted)



## +++RHINO DESIGNATION: VENATUS+++





# THE ULTIMATE GUIDE TO...

- vehicle for human military forces across the galaxy, and it wasn't long before the STCs started producing variants of the Rhino to deal with new and more deadly threats.

## SCIONS OF THE RHINO

The STCs spawned many variants of the Rhino in those early days of colonisation, including the Predator, the Immolator and the Whirlwind. It is believed by the Tech-Priests of the Adeptus Mechanicus that each was created as a response to a particular threat. The Predator Destructor, for example, was purportedly developed as a direct response to humanity's frequent encounters with the Orks – its enhanced armour proved to be more than a match for the crude weapons of the greenskins, while the Orks' armour offered little protection in return from its upgraded armament.

## THE DEATH OF KNOWLEDGE

Then came the Age of Strife, and Humanity found itself on the brink of annihilation. What triggered such a cataclysm is unknown, but whatever the cause, many planets were razed during the conflict and their STC libraries destroyed. The knowledge of how to build the Rhino tank was lost to many worlds and fewer even retained the information to manufacture their variants. Some design plans were lost

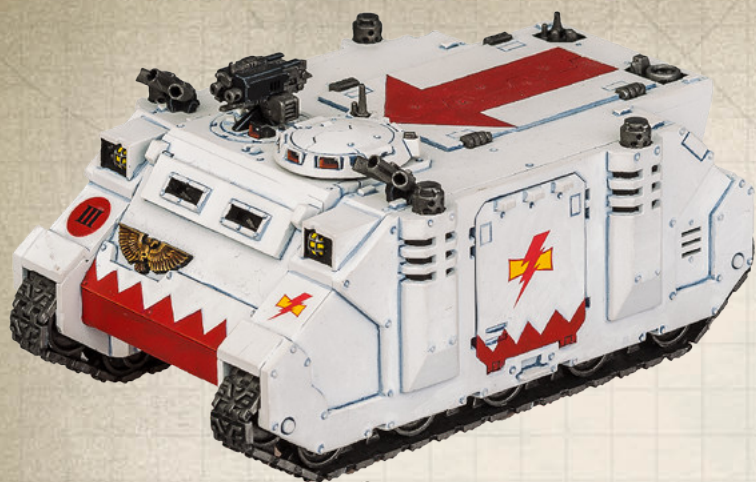
## NOCTURNE'S HAMMER

Nocturne's Hammer is the oldest Rhino still in service to the Imperium, belonging to the Salamanders Chapter of Space Marines. The Salamanders tell that it carried their Primarch, Vulkan, into battle at the Siege of Devlin's Fastness, sallying out through the gates of the Imperial fortress to attack the foe. *Nocturne's Hammer* has seen over eight thousand years of action and now has a place of honour in the Chapter's reliquary, its armoured hide scarred by millennia of war. It is a great honour for a Techmarine to minister to this holy vehicle and it is a duty that is solemnly observed. At the dawn of each new century, the Chapter's Techmarines gather in the reliquary and the Master of the Forge strikes the rune of activation upon the engine. It is seen as a portent of great doom should the engine fail to catch first time.



entirely for over 10 millennia. It would take the unification of Humanity by the Emperor 5,000 years later to resurrect just a fraction of this ancient and incredibly valuable knowledge. the great crusade and the legiones astartes The Great Crusade of the 31st Millennium saw the birth of the Adeptus Astartes – the Emperor's greatest warriors. They were at the forefront of his expeditionary forces and instrumental in his mission to reunite Mankind's scattered colonies. But to do so they would require transportation. In the wake of the Age of Strife, the Rhino had become a scarce war machine, those that still existed jealously guarded by the civilisations that owned them. Yet some worlds could still produce Rhinos using fragments of scavenged STC data or hard-copy blueprints. Mars – home world of the Mechanicum priesthood – was foremost amongst these worlds and developed the Mk. Ic Deimos pattern Rhino. The Rhino's success in the opening years of the Great Crusade – deploying millions of Space Marines into countless war zones – ensured its close association with the Adeptus Astartes, though its relatively complicated method of construction compared to other troop transports of the time meant that its use was largely restricted to the Space Marines. ►

# RHINOS OF THE SPACE MARINE CHAPTERS



Subedai – Rhino of the White Scars Chapter, 3rd Company.



Thorolff – Space Wolves Rhino of Ragnar Blackmane's Great Company.



Ignatus – Dark Angels Rhino allocated to the Chapter's 5th Company Tactical squads.



Praetorus – Grey Knights Rhino assigned to the Chambers of Purity.

## ICONOGRAPHY

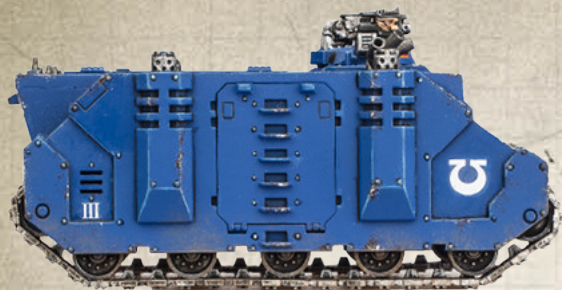
Every Space Marine unit bears squad markings and heraldry to help identify it in battle – the Rhino is no exception. At the bare minimum a Rhino will display its Chapter symbol on its hull so its allegiance can be identified at a glance.

Most Chapters have an armoury from which Rhinos are allocated to individual squads before a battle or campaign. The squad designation – a Battleline arrow, for example – will be stencilled on the hull, along with the Company markings. For many Chapters, this is the Company number along with its corresponding colour (such as a III inside a red roundel), though more esoteric symbols are sometimes used. Some Chapters allocate Rhinos to units on a permanent basis, thereby forming a bond between the squad and their transport vehicle.

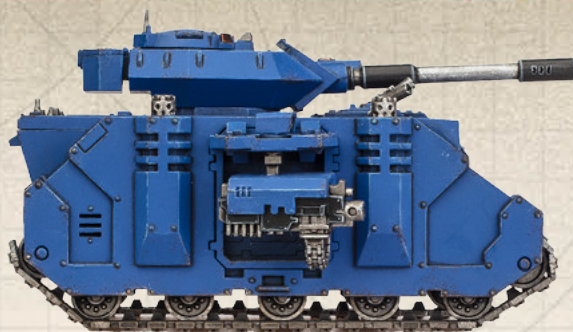




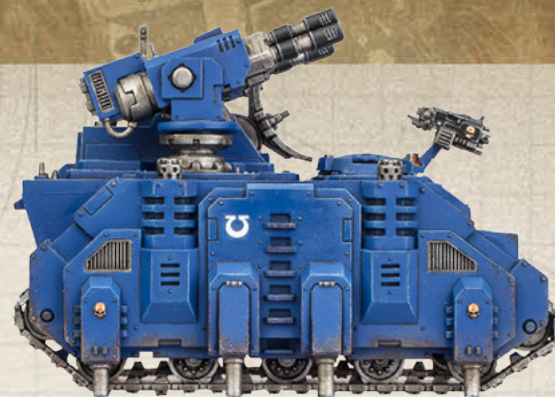
# RHINO VARIANTS OF THE 41ST MILLENNIUM



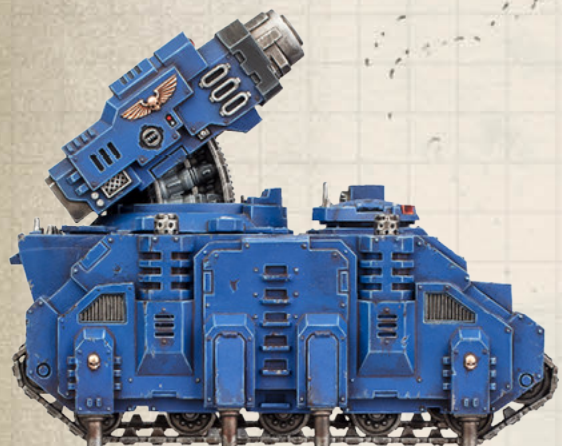
**Deliverance of Iax**  
Mk. IIc Rhino of the Ultramarines Chapter



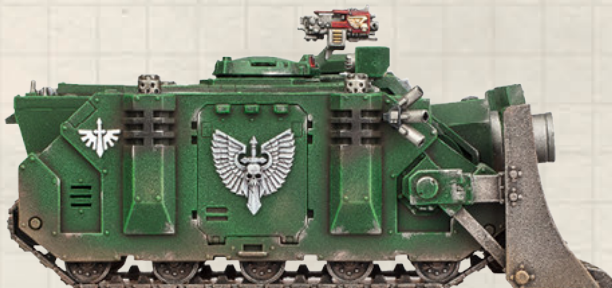
**Prandium's Vengeance**  
Mk. IVb Predator Destructor of the Ultramarines Chapter



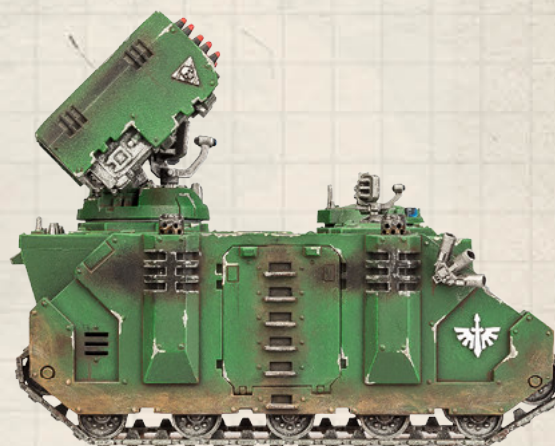
**Aquila Furien**  
Stalker of the Ultramarines Chapter



**Skybreaker**  
Hunter of the Ultramarines Chapter



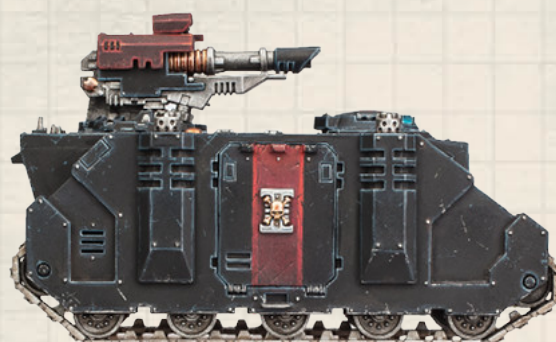
**Castigator**  
Vindicator of the Dark Angels Chapter



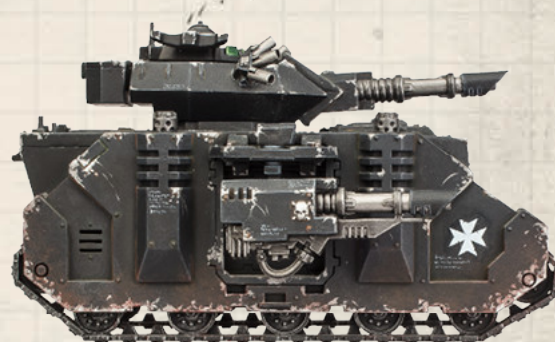
**Death's Herald**  
Mk. II Mars pattern Whirlwind of the Dark Angels Chapter



**Aurelian Sanctus**  
Rhino Primaris of the Blood Angels Chapter



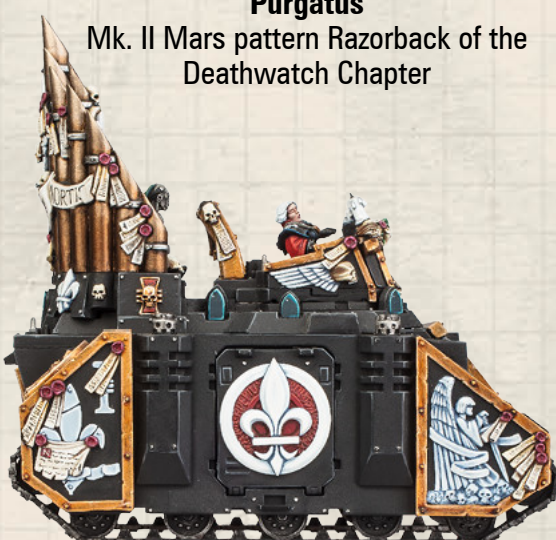
**Purgatus**  
Mk. II Mars pattern Razorback of the Deathwatch Chapter



**Hellfury Imperator**  
Mk. IVb Predator Annihilator of the Black Templars Chapter



**Saint Katherine's Benediction**  
Mk. IId Dominica Immolator of the Order of our Martyred Lady



**Heaven's Reach**  
Exorcist of the Order of our Martyred Lady



**Shield of Saint Emeline**  
Mk. IIIa Rhino of the Order of our Martyred Lady



**Incarael's Might**  
Baal Predator of the Blood Angels Chapter



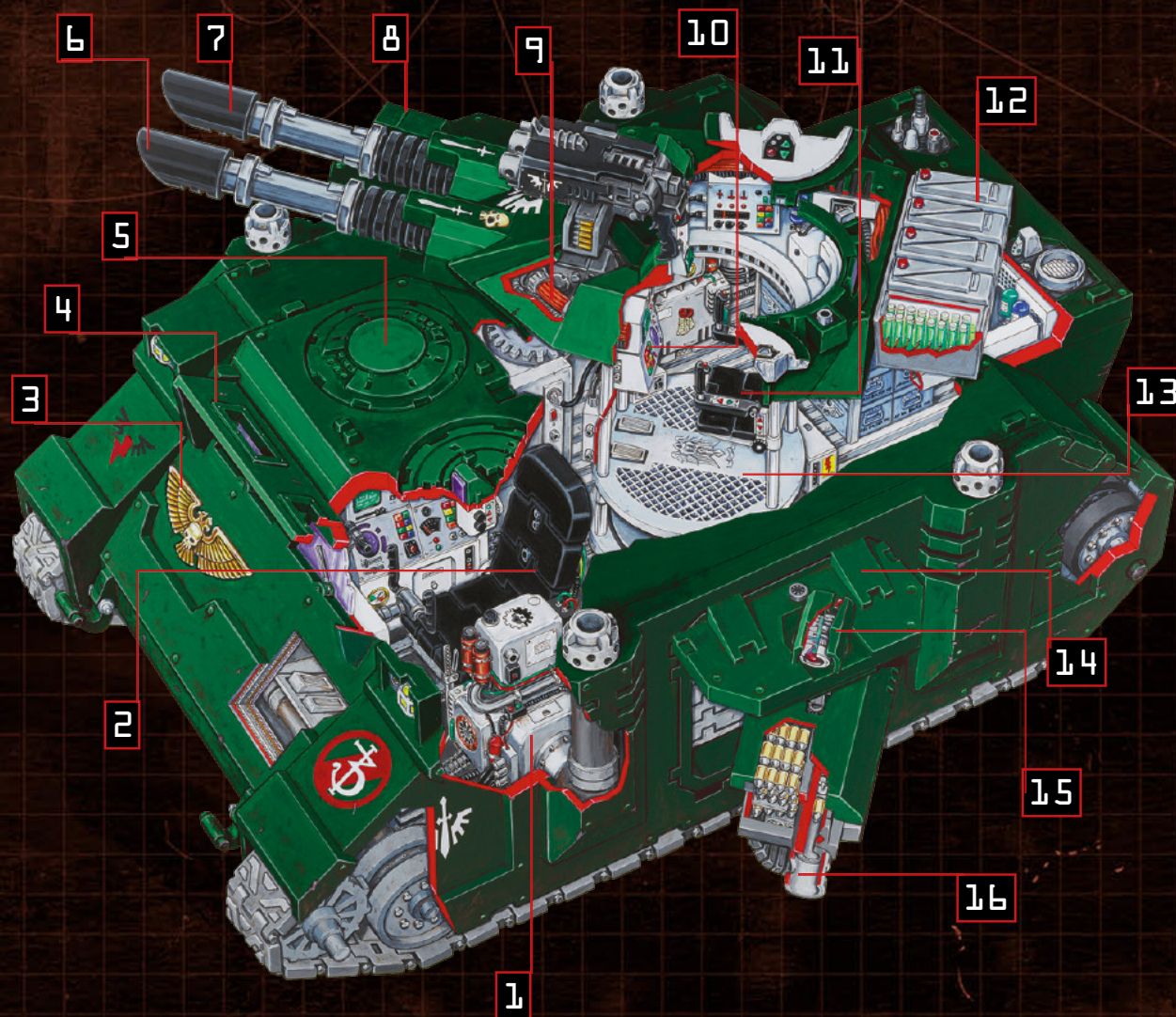
**+++Identity purged by the Inquisition+++**  
Mk. IVb Predator Annihilator of the Iron Warriors Legion



**+++Identity purged by the Inquisition+++**  
Mk. IIc Rhino of the Crimson Slaughter



## +++PREDATOR MK. IVB+++



► Variants of the Rhino, such as the Vindicator and the Whirlwind, were rediscovered during the Great Crusade and soon integrated into the armies and battlefield tactics of the Legiones Astartes.

#### THE HORUS HERESY AND THE YEARS THAT FOLLOWED

By the time of the Horus Heresy, all 18 Space Marine Legions were fully equipped with Rhino transports and their variants. When Horus turned against the Emperor, half the Legions joined him in rebellion, and with them went their arsenals, including the fabled Rhinos. 10,000 years later, in the closing days of the 41st Millennium, some of those war machines are still active, though many have been horrifically corrupted by Chaos. In the wake of the Horus Heresy, the loyal Space Marine Legions were formed into smaller Chapters, each of which was gifted its own forges to construct weapons, ammunition and war machines. The Mk. IIc Mars pattern Rhino – developed during the Horus Heresy – was the most versatile and reliable of the Rhino's many iterations and soon became the template for nearly every Adeptus Astartes vehicle.

#### THE RITES OF CONSTRUCTION

In millennia past, the creation of a Rhino was carried out by machines in a dispassionate and purely functional way. In the 41st Millennium,

#### THE MACHINE SPIRIT

Part organic, part mechanical, the automated systems of Space Marine war engines are collectively known as machine spirits. Though limited to a specific range of functions (thereby ensuring they do not breach the Imperial ban on the use of Abominable Intelligence – AI), it is believed by many Tech-Adepts that machine spirits do, against all logic, possess a personality.

Those machine spirits housed in Rhinos tend to be stubborn and protective in nature, doing everything they can to maintain motive power and provide protection for their charges. Predators tend to have more aggressive machine spirits, often prioritising the destruction of the enemy over their own survival. Vindicators, by their nature, are wholly destructive – some would even argue that they seem eager for battle.



the construction of a Chapter's Rhinos is carried out by Servitors, overseen by Techmarines and Tech-Adepts. At every stage in a Rhino's assembly, sacred oils are applied and scented incense burned to sanctify the process. Armoured panels are ritually inscribed with protective sigils as they are fixed into place and prayers are chanted as bolts are tightened and rivets hammered home. Every component is ritually checked and blessed before being installed, and as the Rhino rolls to the end of its assembly nave, the ceremony of commission begins, in which the builders call upon the Spirit of the Machine to invest the Rhino with a measure of its power. The runes of activation are hammered thrice upon its armoured hide and the engines fired as the third blow is struck. This may all seem like unnecessary superstition, but the builders of these holy vehicles believe that the purity and spiritual welfare of the Rhino is as important as the skill of the artificers who construct it. The very best Rhino chassis are then earmarked to provide the basis for Predators, Whirlwinds and other variant patterns. Supplications are made to their machine spirits and auguries are read to ensure these hand-picked war engines are suitable candidates for the task at hand. As the Rhinos and their sister tanks rumble out of the assembly hangars, they are given names worthy of such sacred artefacts. They are then ready to depart for a life of war amongst the stars. ☠



# A TALE OF FOUR WARLORDS

For six long months, our four warlords have worked tirelessly to build and paint mighty armies for Warhammer 40,000. Here, we show off the fruits of their labours and ask them what it was like taking part in the A Tale of Four Warlords challenge.



**A**nd so, the end is near: this series of A Tale of Four Warlords is drawing to a close. For the last six months, four eager hobbyists (*well, they were eager when they started, they're looking a bit tired now.* – Dan) have burned the midnight oil, building and painting entirely new armies with which to wage war on the galaxy. And what armies they are! Maxime Corbeil and James Ashbey have upheld the honour of the Imperium with their Black Templar and Cadian Shock Troops forces respectively, while Dan Harden has built an army of Iron Warriors and Chris Bilewicz an Aeldari host from Craftworld Iybraesil.

In addition to painting four impressive collections of miniatures, our four warlords have also had to come to grips with the new edition of Warhammer 40,000, which arrived bang in the middle of their challenge. All four warlords have taken to the new game like ducks to water, though their victory track records have certainly been curious, with the

hobbyists who normally play the fewest games – Maxime and Chris – proving to be the more successful generals. We think someone must have rigged the dice...

So what have the warlords been up to since the last time we saw them? Well, they've been working on centrepiece miniatures for their armies. They were told they could paint anything as long as it was suitably impressive, and they haven't disappointed – you can probably see some of them in the picture above. The two Imperial commanders opted to paint models from the Triumvirate of the Primarch set, with Maxime painting Roboute Guilliman and James painting Saint Celestine. Chris, being the painting machine that he is, also picked a triumvirate box – the Triumvirate of Ynnead – and painted all three models in the set. There was no triumvirate for Dan... so he painted a Renegade Knight instead! Turn the page to see their full collections – six months of work – in all their glory.

Above: The four warlords – Maxime Corbeil, James Ashbey, Dan Harden and Chris Bilewicz – sit with their armies proudly displayed before them.

## THE WARLORD CHALLENGES

Every month, we set our four warlords a new challenge to complete. In this, our final month, our warlords were given the task of painting a centrepiece model for their collection. Next month, they will bring their new collections to the battlefield and take each other on in a grand battle. But who will be crowned warlord of warlords, ruler of the galaxy? Well, you'll just have to wait till next month to find out.



## A TALE OF FOUR WARLORDS

# SPACE MARINES

As centrepiece models go, the resurrected son of the Emperor is going to take some beating. Maxime talks to us about painting Roboute Guilliman and what it's been like taking part in this challenge.



**MAXIME CORBEIL**

Maxime has been super excited to paint Roboute Guilliman since the model came out and, right from the start, he wanted to paint him gold. After five months painting black power armour, it was a blessed relief for our gallant crusader.

"As I said in the first month, I took part in A Tale of Four Warlords because it was one of the articles that got me started in the hobby when I was younger," says Maxime. "Initially I found the challenge quite odd – putting a deadline on something so creative can seem a bit weird when surely you want to spend as long as you can painting a miniature? But then, that's why I don't have large armies – I normally paint single figures or units and I paint them slowly, taking my time. For some people, that's their hobby, too, but many want large armies so they can play games, which was something I hadn't done for years – the last time I'd played was the third edition of the game! It's amazing to see how much has changed, but also how familiar it all still is."

"I feel really proud and excited by what I've achieved – honestly I wouldn't have half the models painted that I do now had it not been for this challenge – having three other people taking part really kept me going. I also learned

a lot of new skills, such as how to play Warhammer 40,000 and how to pick a colour scheme for a whole force that doesn't require mixing or blending paints.

"While my main contribution to the challenge this month was Guilliman and his Custodes, I've also re-based an Inquisitor and his retinue to join my army – their fire-and-brimstone look fits the theme of my Black Templars crusade pretty well. I want to continue painting Black Templars after this challenge, though – I want some Neophytes to complete my Crusader Squad and there were models in Dark Imperium that I didn't get around to. Saying that, my favourite model in my new army is the Lieutenant I converted from that set – I think I really captured the essence of the artwork I was inspired by." We also asked Maxime what his favourite model was by someone else. "Chris's Eldrad is beautiful," says Maxime, "it's so neatly painted, with great colour composition."







Above: Roboute Guilliman joins the army, but Maxime painted him wearing golden armour, much like his father during the Horus Heresy. "I was already using gold as a spot colour for my Black Templars," says Maxime. "Now it's the main colour on Guilliman and his Custodian Guard, while black has become the spot colour. It's just a simple colour scheme reversal."

Left: Maxime's complete army, which has a total power level of 119. Because Maxime's army includes units from several different Imperial factions, he has a difficult choice to make when battle-forging his army. He can group most of his Black Templars into a Patrol Detachment where they will benefit from the Righteous Zeal Chapter Tactic, but the rest of his units, such as the Custodian Guard, will end up being Auxiliary Support Detachments and lose him Command Points. Or he can put all of his units into a Battalion Detachment, gaining more Command Points, but losing the Chapter Tactic. Decisions, decisions...



## A TALE OF FOUR WARLORDS

# CRAFTWORLD ELDAR

Chris's army from Craftworld Iybraesil has grown considerably over the last half-year into a force to be reckoned with. Now, the Ynnari have joined its ranks and Chris is mighty pleased with himself.



**CHRIS BILEWICZ**

Over the last half-year, Chris has casually painted his way through the challenges in A Tale of Four Warlords, amassing an army that has finally overtaken Dan's to become the largest of the four forces.

"This has been a wicked challenge," says Chris, cheerful as always. "Painting models to deadlines can feel like a strain sometimes, but I've entered Armies on Parade quite a few times over the last few years, so I'm kind of used to it by now."

We asked Chris what advice he would give to hobbyists attempting a challenge like this. "My first bit of advice would be to paint a test model – if you leap into a colour scheme and find that you don't like it, you'll either have to start all over again or persevere and hate yourself for it – neither is a good option! Also, always pick an army that you will enjoy painting – there really is nothing worse than trying to paint a force that you're not into, no matter how good they may seem to be on the battlefield. I also found that having your

painted models around you on your desk while you work on your next units is a really nice way to motivate yourself."

So what was Chris's favourite model that he painted for his collection? "Definitely Yvraine – one of the models I painted for this month's challenge," says Chris. "She's such a characterful and unusual miniature and she was a lot quicker to paint than I expected. It was also cool to paint a gyrex – a creature that's been mentioned in the past, but not seen for decades." And Chris's favourite model painted by someone else? "It has to be Maxime's Centurions – they look awesome in black with all the heraldry on them. I must admit, I prefer them when they're dead, though, because they're ferocious in battle."

When painting the Triumvirate of Ynnad, Chris started with the Visarch. "I didn't want to paint him in the 'Eavy Metal style, but in colours that were more sympathetic to my army colour scheme," says Chris. "I opted for Incubi Darkness like the traditional Dark Eldar colour scheme."

"With Yvraine, I painted the gyrex first on a separate base. There wasn't any theory behind the colour I painted it, I just picked a colour – in this case The Fang – and basecoated it. It was a very spontaneous hour and a half of painting. Yvraine I painted in the 'Eavy Metal colour scheme but with more green on her blade – a layer of Waystone Green – to make it look poisonous."

"I painted the Yncarne all in one go without sub-assemblies. I undercoated it Corax White, then painted the spirit vortex with Baharroth Blue followed by Coelia Greenshade to get the tone right. I then ran my thumb across the raised edges of the vortex to remove any excess wash – it meant I wouldn't have to re-highlight it later. The only difficult bit was blending the Genestealer Purple of the Yncarne's armour into the spirit vortex – I actually used a really soft make-up brush for the job!"





Chris's collection is now the largest of the four warlords' forces, coming in at a power level of 172! His army fits neatly into four detachments: Battalion (the Iybraesil units), Super-heavy (Wraithknight), Patrol (Harlequins) and Supreme Command (Ynnari).





## A TALE OF FOUR WARLORDS

# ASTRA MILITARUM

James Ashbey does like his Astra Militarum tanks, but he changed his tack for the final month of the challenge to paint Saint Celestine. Here he tells us what it's been like creating the Cadian 1260th.



**JAMES ASHBEY**

For the last five months, James Ashbey has valiantly defended the Imperium, despite Dan's best efforts to corrupt his fragile mind. Having painted Saint Celestine this month, it's now clear where James's allegiances lie.

"I've found A Tale of Four Warlords to be a really interesting and inspiring challenge," says James. "I've never painted an army in this way before, working alongside other people to a series of deadlines. There's a lot of camaraderie, the feeling that we're all in it together – and it's really exciting to see everyone's creations every month. I know that my army certainly isn't the largest of the forces, but I'm still really proud when I see how much I've painted."

"I found starting the project was the toughest part, but once I was over the hurdle of finding a colour scheme I liked, it became a lot easier. I especially enjoyed taking that colour scheme and then applying it to other models in the range, seeing how it would work on tanks and Ogryns and so on. Actually, I'd say that the Ogryns were my favourite models to paint – I often paint quite organic armies, so they fit my painting style well. The tanks were a new challenge – I don't often paint vehicles for my

armies, so this was a real departure for me – it was great to explore the war machines the Astra Militarum range has to offer and find ways to paint them to match my colour choices. And, of course, I got to use them in games. Having A Tale of Four Warlords straddle two editions of the game was really interesting, as I got to experience the change of rules with an army I was in the process of creating, rather than one I already had. That was also a big motivator for me, trying out the new game system – it certainly encouraged me down the path of painting more tanks!

"As for my favourite models painted by the other warlords, I really like Maxime's and Dan's takes on the new models from the Dark Imperium box – it was really interesting seeing the new models in different colour schemes. My favourite model overall, though, has to be Maxime's Stormtalon – I was blown away the first time I saw it."







Above: James's final addition to his army is Celestine, the Living Saint, with her Geminae Superia. "She's just such a cool model and she fits really well with the background of my army," says James. "I was originally going to paint an Imperial Knight, but I liked Celestine so much I decided to paint her instead. I painted Celestine in a similar way to the 'Eavy Metal version, using Retributor Armour as the basecoat and working up through Liberator Gold to Stormhost Silver. I painted the Geminae in white to make them stand apart from Celestine. I used the Warhammer TV painting video for Purifier helmets to get the colour right on them – Duncan's painting videos are invaluable!"



Left: James's Astra Militarum force has a power level of 71 and fits neatly into two detachments – a Patrol Detachment (if James had one more Troops unit he could have made a Battalion Detachment) and a Supreme Command Detachment that caters for his many HQ choices. But will Celestine be enough to bolster James's Cadians for the final battle?



## A TALE OF FOUR WARLORDS

# CHAOS SPACE MARINES

It may not be a god, a Primarch or a Living Saint, but Dan's Renegade Knight is definitely the biggest centrepiece this month. We ask him about painting it and taking part in A Tale of Four Warlords.



**DAN HARDEN**

Having led the warlords in number of models and size of army painted, Dan was pipped at the post in the last month by Chris and his Aeldari. Dan's not upset, though, as he's also painted a board for the warlords to fight over.

"My plan right from the start of the project was to have a Renegade Knight as my centrepiece," says Dan. "I liked the idea of the Knight being an ancient suit, lost long ago, and Lord Ghawdex's force reclaiming it for the Iron Tide. That's why they travelled from the Eye of Terror to the world of Sebastus – where they once fought the Imperial Fists – to recover the ancient suit. Called *Helios*, the Knight was uncorrupted by Chaos, but required a new pilot, its former noble having died millennia ago. Fortunately, Lord Ghawdex knew where to find a gifted individual to command it. Quite who is inside the suit, though, remains a mystery."

Dan painted his Knight in the colours of the Iron Warriors rather than a Knight House. "I figured that if the Knight had been buried in an underground vault for nine millennia, it's unlikely the original owners knew it still existed," says Dan. "I assume the Iron Warriors reclaimed it and re-painted it in their Legion colours, with a few Chaos stars for good measure. I painted it in exactly the same colours as the rest of my army, just with wider stripes for the chevrons. The transfers are from the Forge World Blackshields transfer sheet."

"The whole series has been a tough challenge!" says Dan. "The hardest part for me was getting started – figuring out a colour scheme took a lot longer than I expected, even though my army is mostly just silver, gold and chevrons. There were points when I genuinely wondered what I was doing and I even considered changing the Legion I was painting entirely, but I stuck with it and I'm glad I did. I have a force – a sizeable army, actually – that I'm really proud of."

"What drove me in this challenge was the desire to create an iconic force – I haven't seen many Iron Warriors armies and there certainly isn't a

Studio one, which means they're rarely featured in White Dwarf or in codexes. That's something I wanted to change. I'm already planning to use the army in a mini campaign with my friends, which will be set during the Fall of Cadia."

So what's are Dan's favourite models painted during the challenge? "For me, it has to be my Knight – I think it best shows off the painting techniques I've learned over the course of the project," says Dan. "My favourite model painted by someone else...? Maxime's Castellan – he put so much time and thought into that model and its colour scheme – it really is a work of art."





Over the course of the challenge Dan has amassed a sizeable collection of Iron Warriors. His army has an overall power level of 128 and can be fielded as a Battalion Detachment with the Renegade Knight as a Super-heavy Auxiliary Detachment. Dan is ready for war!





## A TALE OF FOUR WARLORDS

# THE FINAL PREPARATIONS FOR WAR

They think it's all over. But it's not! Next month, our four warlords will take to the battlefield to pit their armies against each other in a mighty fight to the death. Now, they prepare for war.

### ANY MORE WARLORDS?

A Tale of Four Warlords may be over, but we're already planning what we want to do for the next A Tale of Four Warlords. If you have an idea, why not let us know, we'd love to hear your thoughts. Email us at:



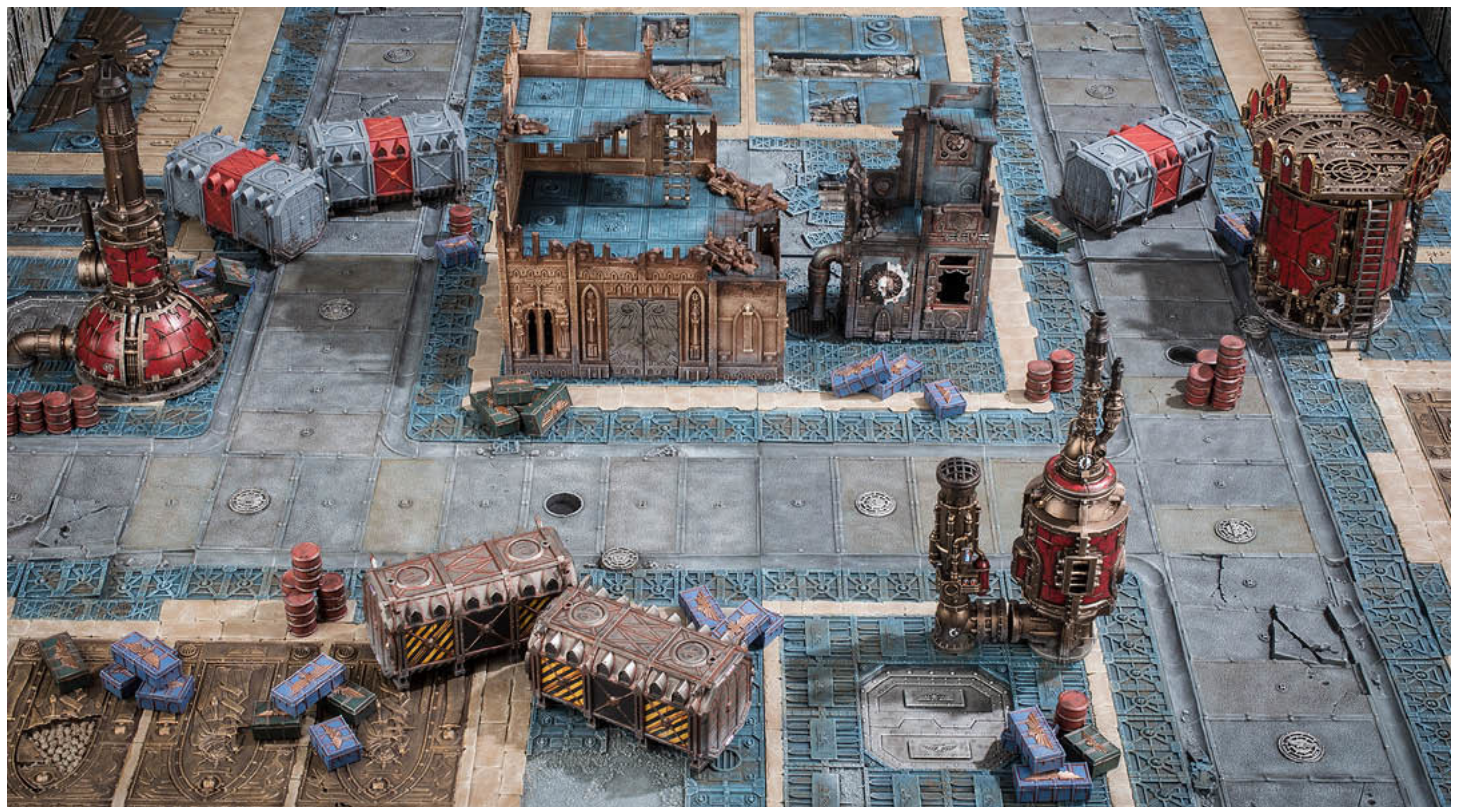
[team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

Over the last few months, Dan has not only been painting Iron Warriors, he's also been working on a gameboard for the four warlords to fight over in next month's final showdown. He's painted four Sector Imperialis tiles and four Realm of Battle tiles, plus several buildings, armoured containers (painted in the same colours as his Iron Warriors and James's Cadians), crates and barrels. He's got a few other buildings on the way, too, plus a larger central building that will be pivotal in the story the warlords are creating for their final battle. But Dan's not the only person who's been working on scenery this month...

Our quartet of challengers have finished their armies, but what about the final game – the big showdown, the war to end all wars and decide who will be crowned champion? Well, last time we featured A Tale of Four Warlords, we played the game in the final month of the challenge. This time, we're giving the warlords an extra month, not only to recuperate from several months of painting, but also to get a few practice games in before the main event. They can even paint some more units if they really

want to, but most of them seem thoroughly brush weary, so we haven't imposed any more painting deadlines on them (besides, Dan is already working on his Armies on Parade entry and James is taking part in a Studio painting challenge).

So, make sure you tune in next month to see the four warlords get to grips with each other in one huge battle. The armies are finished, the scene is nearly set (see below) and the four warlords themselves are ready for battle. 🐻



...because Chris has been painting the terrain from the Deathworld Forest set. The first pieces he painted were the Eldritch Ruins, which he painted in the same colours as the shattered terrain on the Yncarne's base. "I undercoated the ruins Corax White, then basecoated them Zandri Dust," says Chris. "I then washed the ruins with Seraphim Sepia and drybrushed them with Ushabti Bone and Praxeti White. The trees I painted Mournfang Brown, washed them with Nuln Oil, then drybrushed Mournfang Brown followed by Gorthor Brown and Karak Stone. The flowers were painted Yriel Yellow and washed with Fuegan Orange followed by a drybrush of Hexos Palesun."



# ALLIES AND ALLEGIANCES

The latest edition of the General's Handbook for Warhammer Age of Sigmar is now out in the wild, and we at White Dwarf decided to dig deep into its pages and draw focus on two aspects in particular – the new allegiance abilities and rules for allies.



## MATCHED PLAY

If you like your games to be a test of your generalship, matched play might be for you. Each player takes an army to an agreed points value – and you can take this further by restricting how many units you can take as well, such as heroes or monsters, as well as what allegiance the army has – whether that's as broad as what Grand Alliance it's part of, or as specific as what faction it is.

The balanced nature of matched play makes it perfect for pick-up games and tournaments where you may not know your opponents.

**T**he latest General's Handbook for Warhammer Age of Sigmar is absolutely jammed to the gunwales with brand-new content for your games of Warhammer Age of Sigmar, no matter how you choose to play the game – one part that's caught the eye of the White Dwarf team was the expanded rules for existing factions and the addition of allies.

Back in the spring of 2016, the Sylvaneth were the first faction to receive things like allegiance abilities and artefacts of power in Warhammer Age of Sigmar, and every faction has since gained access to their Grand Alliance's ones (thanks to the rules included in the original General's Compendium), there are a few factions who received early battletomes who missed out on allegiance abilities exclusive to their particular faction – the Flesh-eater Courts, the Ironjawz, the Fyreslayers, Skaven Pestilens

and the Seraphon. But no longer will these five factions look longingly at the fancy special rules later additions to the battletome range have access to – the General's Handbook 2017 adds allegiance abilities to a whopping 15 existing factions, including smaller ones like the Darkling Covens and the Soulblight.

With the new rules for adding allies from other factions to your forces in matched play, you now have an even bigger selection of units to choose from. Factions that may have once been lacking unit choices in matched play, like the Moonclan Grots or the Dispossessed, now have access to a huge selection of units to fill the gaps in their order of battle. Also, tiny factions of one or two units, like the Shadowblades or the Firebellies, can now add their might to armies made up of bigger factions in matched play games – potentially giving you the edge on the battlefield.



## SHOWING YOUR ALLEGIANCE

One of the most popular additions to battletomes, we've found, has been the allegiance abilities – command traits, artefacts of power and army special rules to each faction, giving players an extra level of customisation for their Warhammer Age of Sigmar armies, and some rather handy special rules, too.

Battle traits are typically the core special rules of a faction and exemplify its style of war – such as the Wanderers' use of hit-and-run ranged warfare, which is represented by an ability to retreat and shoot in the same turn. Depending on the faction, it may only have a single trait (like Fyreslayers), or a whole raft of them (like the Nighthaunt summoning units onto the battlefield, ignoring wounds if they're close to a Nighthaunt hero, and boosting the power of your Black Coaches). In the end, it's not the quantity but how you use them.

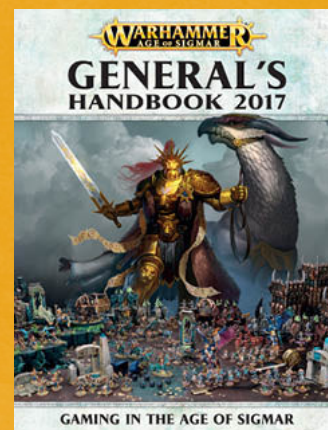
Command traits add new abilities to your commander, with almost all factions having six traits to choose from – many play off the faction's battle traits, like the Dispossessed's Grudgebearer, which lets them have another Grudge. There are also artefacts of power, which can be granted to heroes. Here too, each faction has six to choose from – from one-use devices to empower your units, like the Flesh-eater Courts' Flayed Pennant (which adds 3" to friendly units' charge ranges), to lethal relics that can make a hero even deadlier, like the Seraphon's Blade of Realities (which boosts their rend value by -1).

## BATTALIONS ON THE MARCH

There are also six new warscroll battalions (two for Fyreslayers, two for Seraphon and two for Ironjawz), which reflect some of their respective biggest sub-factions and grant new special rules if your force matches the requirements.

## GENERAL'S HANDBOOK

There's more to the General's Handbook 2017 than we talk about here – there are massive sections on narrative and free play, a plethora of new battleplans, rules for siege warfare, times of war for seven of the eight Mortal Realms, and that's not even starting on the whole host of rules for multiplayer games...



# ALL THAT GLITTERS...

The children of Grímnir are one of the factions to receive an embarrassment of riches when it comes to new rules in the General's Handbook 2017 – not only do they gain their own artefacts of power and battle traits, but they also get a pair of new warscroll battalions as well, representing two of the larger lodges, the Vostarg and Greyfyrd Lodges, each with special rules and abilities.

The Fyreslayers battle trait reflects their ur-gold runes, letting them use a particular rune each turn to boost certain abilities, such as rerolling To Hit rolls of 1 or increasing Fyreslayer Move values. Each rune also has an extra ability that can be awakened, making it far more powerful – but only on the roll of a 6. Suddenly, the Fyreslayers have become a lot more threatening!

The force below has been built around the Vostarg Lodge warscroll battalion. Similar in structure to the generic Grand Fyrd, the Vostarg Lodge grants the Proud Lineage rule instead of the Oaths of Battle – very handy as it makes your duardin terrifying in the melee!





## YOU CAN PICK YOUR FRIENDS...

One of the most wonderful things about Warhammer Age of Sigmar is that there's almost nothing to stop you from choosing whatever units you want to take in a game. That hasn't been true for matched play, however – in such games, every unit in your army has to be from the same Grand Alliance, but you do gain access to all the benefits of a faction's allegiance abilities by taking units that all fit into a particular faction. The addition of allies to your matched play games changes that notion entirely – giving you a bigger variety of units to choose your army from.

Alongside the requirements and limits on Battleline, Behemoth, Artillery and Leader units for matched play games, there's now a fifth category – allies. Unlike the others, these are not restricted by the number of units, but instead by points – the limit of allies weighs in at about a fifth of an army's

value, but it means you can select units from outside your army's faction without losing access to your allegiance abilities. It goes without saying, though, that allies don't benefit from the rest of the army's allegiance abilities – no matter how close their alliance, Free Peoples are not able to use the Stormcast Eternals' Scions of the Storm nor can Gitmob Grots use the Ironjawz Mighty Destroyers trait (they're just too weedy).

Allies don't fill up any of your mandatory army slots either – they can't be your general, can't be your mandatory Leader, and can't be your mandatory Battleline units, so you aren't able to load up on cheap units from an allied faction and spend all your points on heavy-hitting units from your main army. However, allies do count towards your limit of Behemoths, Artillery and Leaders, so you should choose your allied units wisely.

## CHANGING TIMES

The allegiance abilities for the four Grand Alliances have been updated as well – so if you're still using these rules for your armies, there's been a few changes to some of the battle traits, command abilities and artefacts of power since the original General's Handbook. In particular, as Grand Alliances have had new units and factions added to them over time, the rules, abilities and points costs have been reviewed and rebalanced – all to make Warhammer Age of Sigmar an even better game than it was before.

# THE WILL OF THE MALODOROUS MONARCHS

The first Death faction to receive its own battletome last year, the Flesh-eater Courts now have access to their own selection of command traits and artefacts of power – all suitably gruesome, though to the deranged Flesh-eater Courts they are no doubt treasures of impossible craftsmanship. The Flesh-eater Courts' trio of battle traits reflect their madness rather neatly – the first is a table of

special rules for whatever delusions that particular court is labouring under, whether they think they're on a Royal Hunt or engaging in a Feast Day celebration. The second lets Flesh-eater Courts units pile in and attack a second time in a turn should they kill a unit (and on the roll of a six), and the third means any unit close to your heroes has a chance of shrugging off mortal wounds.

The Courts of Delusion battle trait is not only useful for theming your force, but grants you certain bonuses. Defenders of the Realm grants your units a reroll on saves of a 1 if they're mostly in your own territory – reflecting a twisted need to defend their wretched realms.





# BIG, GREEN AND MEAN

James Ashbey's hulking collection of Destruction is a prime example of how useful the allies system can be if you've an existing collection of units that stretches across an entire Grand Alliance.

"The allies system adds loads of flexibility to army building on both a thematic and tactical level," says James. "My collection contains a

wide assortment of units from the Destruction Grand Alliance, so I picked a 2,000 point army from my collection, with 400 points of allied units. My selections – the Spear Chukka, Wolf Riders and Grot Shaman – plug some useful holes in the army, such as adding some shooting capability, fast objective-seizing ability, or a cheap source of Mystic Shields and Arcane Bolts."

"In this army I've chosen only Gitmob Grot units to accompany my Ironjawz," says James. "I think it adds a great sense of narrative to the force, seeing the hulking orruks aided by diminutive, sneaky grots on the battlefield."



Finally, some factions are more likely to work together than others – so under the points costs for each faction in matched play, each faction has a list of which faction's units it can take in its allotment of allies. The agents of certain Chaos Gods (Khorne and Slaanesh, for example) rarely work together, so Blades of Khorne cannot take allies with the Slaanesh keyword (and vice versa).

Allies can prove to be an incredibly useful weapon in your arsenal. They really open up the game to creating more elaborate and deadly combinations of units, playing to your chosen factions' strengths – like adding Sylvaneth archers to the shooty Stormcast Eternals. It also lets you plug weaknesses in your army that your foes would be quick to exploit – such as adding spellcasters to your Stormcast Eternals, ethereal units for your Flesh-eater Courts or bulking out the numbers of your Ironjawz with grots.

## ITEMS OF MAGIC

Part of the new allegiance abilities are new artefacts of power, powerful items given to the mightiest heroes. Each grants to a hero in your army a boon to their abilities, such as the chance of ignoring Mortal Wounds or improving the rend value of one of their weapons.

The selection of artefacts lets you customise your heroes, which is not only very useful from a strategic point of view, but handy from an aesthetic one as well – which is covered in greater depth and detail in Kitbash [here](#).



But it doesn't stop with purely strategic concerns – you can create striking themed matched play armies, and the conversion opportunities for combined forces of Stormcast Eternals and Free Peoples, or Sylvaneth and Wanderers, or any combination of factions and allies, are potentially limitless. Allies can be a good way to get a feel for another faction in games without committing entirely to a whole new army.

Between these two small parts of the General's Handbook 2017, there's an enormous amount of potential to expand and adapt your army – from allied units to your force to improved rules for existing factions – and this only scratches the surface of the content of the General's Handbook 2017. With other new content like rules for siege battles and expanded multiplayer rules in Warhammer Age of Sigmar, it's a worthwhile volume for any Warhammer Age of Sigmar gamer.



## NEW RULES

# WARG CHASE IN THE WILDERNESS

Can the Company of Thorin Oakenshield™ escape the Hunter Orcs? Can Yazneg evade Elrond™ and his Rivendell Knights? Having rewatched *The Hobbit: An Unexpected Journey™*, the Middle-earth™ team gives a fresh take on these events with two exciting new scenarios.



**T**he benefit of hindsight is a beautiful thing and this month the Middle-earth team brings us two narrative scenarios depicting events as found in *The Hobbit: An Unexpected Journey™*. We'll hand over to Jay Clare to explain everything.

Jay: One of the universal constants here in the Middle-earth team, is that we spend plenty of time watching, and also chatting about, *The Lord of the Rings™* and *The Hobbit™* trilogy. Having only recently re-watched all three of *The Hobbit™* films, and with the benefit of 20/20 hindsight, we decided that we'd like to have a little tinker with one of the scenarios found in *The Hobbit: An Unexpected Journey™* rules manual to make it more closely match the scene in the movies, and then also pen a brand-new scenario to add to your adventures. Both of these narrative scenarios depict the events on the borders of Rivendell. The first is a reprise of

'The Chase', recreating the Company of Thorin Oakenshield as they desperately race to reach the safety of the Hidden Valley (ably assisted by Radagast™ and his rabbits). The second scenario is a reverse of the first as Yazneg and his Orcs, who until now have been the hunters, suddenly find themselves the hunted – for Elrond of Rivendell and his riders will brook no intrusion on his domain.

You can play each of these scenarios on their own if you wish, or you can include them all as part of the campaign that spans the main rules manual and *The Hobbit: Motion Picture Trilogy™: There and Back Again*. If you use them in the campaign, they replace 'The Chase' found on pages 114–115 of *The Hobbit: An Unexpected Journey™* rules manual. Think of them as scenarios 2 and 2.5 – so both of should be played before 'The Capture'. Good luck, and happy hunting!



**JAY CLARE**

When Jay isn't day dreaming of the green hills of the Shire or the shores of Esgaroth, he's usually playing games set in exactly those same places. This month, his obsession with *The Hobbit™* took him back to *Rivendell™* ... he says it was all work, but we reckon it was just a chance to re-watch the movies!



# THE CHASE

Having escaped the Trolls, the company of *Thorin Oakenshield™* soon encounters *Radagast™* the Brown – an eccentric Wizard who brings news of the goings-on in *Dol Guldur to Gandalf™*. Yet as the company stop for a rest, they hear the howls of *Wargs* growing closer – they cannot

risk staying in the open. *Radagast* hops aboard his rabbit-drawn sled to divert the nearing *Orc* pack as *Gandalf* leads the Dwarves in a desperate sprint for safety in the hidden valley.



“These are Gundabad Wargs, they will outrun you.”

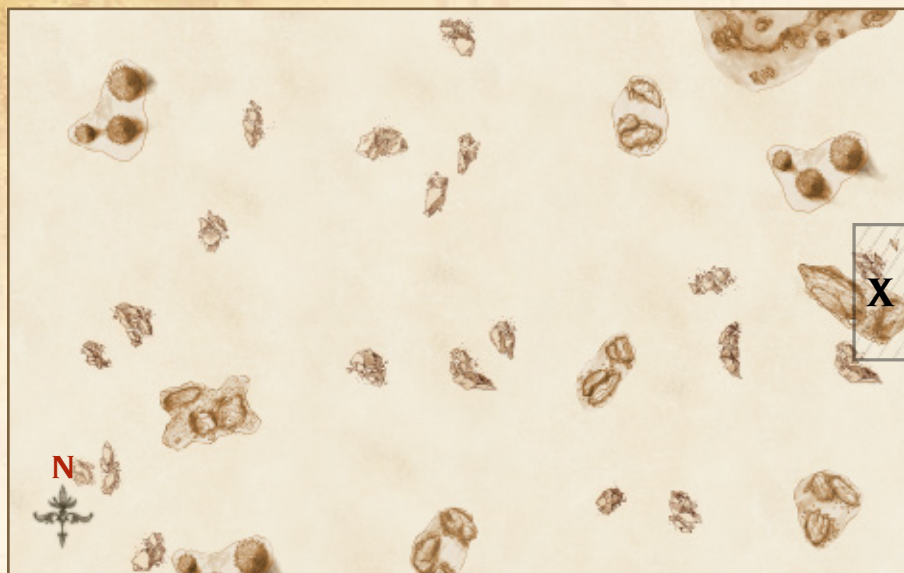
“These are Rhosgobel Rabbits. I’d like to see them try.”

- Gandalf the Grey and Radagast the Brown, *The Hobbit: An Unexpected Journey™*



# NEW RULES

WHITE  
DWARF  
EXCLUSIVE



## Layout (6'x4')

This scenario takes place upon the rocky plains near to Rivendell. The board should be densely packed with large rocks, rock piles and hills, giving plenty of cover for Thorin's Company to utilise. In the centre of the eastern board edge there should be a rock pile which houses the entrance to the Hidden Valley, the place where the Dwarves must reach in order to get to safety – marked X.

## Participants

### Good:

*Thorin Oakenshield; Kili; Fili; Balin; Dwalin; Bifur; Bofur; Bombur; Ori; Nori; Dori; Oin; Gloin; Bilbo Baggins™; Gandalf the Grey; Radagast the Brown* on sleigh.

Note that *Thorin* and *Bilbo* have now retrieved *Orcrist* and *Sting* from the Troll hoard so they will have them from this scenario onwards. *Bilbo* has not yet discovered The Ring and so cannot use it yet.

### Evil:

*Yazneg* on Fell Warg; 12 Hunter Orcs on Fell Warg; 12 Fell Wargs.

## Starting Positions

The Good player deploys Radagast in the centre of the board; they then deploy Thorin's Company within 3" of the centre of the western board edge. The Evil player deploys their models anywhere within 48" of the eastern board edge, but at least 10" away from Radagast.

## Objectives

The Dwarves must reach the safety of the Hidden Valley if they hope to survive. The Orcs have been sent by Azog™ to slay the Dwarves and return with the head of Thorin. The game lasts until there are no members of Thorin's Company left on the board. The Good player wins if at least 9 members of Thorin's Company manage to escape the board by moving off it through the entrance to the Hidden Valley – the point marked X; the Evil player wins if they can prevent this. Additionally, the Good player must endeavor to keep Radagast alive; if the Good player completes their objective but Radagast is slain, the game is a Draw.

## Special Rules

**Radagast** – Atop his sleigh, Radagast has provided Thorin's Company with a decoy, distracting the pursuing Wargs from their true purpose.

Evil models must move as fast as possible towards Radagast's sleigh, charging it if they can. This stipulation ends immediately if one of the following situations arises:

- An Evil model is targeted by a shooting attack or Magical Power made by any member of Thorin's Company.
- An Evil model is charged by any member of Thorin's Company.
- Radagast's sleigh is slain or removed (they're dogs chasing rabbits after all!).

Additionally, *Radagast* may choose to move off the board via any board edge during any of his Move phases – if he does this, the above stipulation will end immediately. Whilst having *Radagast* on the board is desirable, there may be situations where having him leave the board is the best course of action – he may be badly wounded, for example. The Hunters Gather – The Orc pack has been searching far and wide for the trail of *Thorin Oakenshield*, and the commotion made by the Orcs' encounter with the Dwarves will likely draw even more of their allies to the fray.

Each time an Evil Warrior is slain, place it to one side. At the end of each Evil Move phase, roll a D6 for each model placed aside in this manner. On a 4+, it may re-enter the battle as reinforcements – roll on the table below to see where it enters:

D6	Result
1	Anywhere along the northern board edge.
2	Anywhere along the southern board edge.
3	Anywhere along the eastern board edge.
4-6	Anywhere along the northern, southern or eastern board edges.

As soon as any member of Thorin's Company escapes the board via the Hidden Valley, the Evil player's reinforcements stop immediately.

## Scenario Bonus

If you are playing this scenario as part of the campaign laid out in *The Hobbit: An Unexpected Journey™* rules manual, this scenario should be treated as scenario 2 instead of the one presented. Furthermore, if the Good side wins, then all Good models automatically receive all of their Might, Will and Fate back. If the Evil side wins, no Good model may receive the Most Audacious Fellow bonus.

## Designer's note

*This scenario re-enacts the scene where Radagast leads the Orcs on a wild goose chase (or more accurately a wild rabbit chase), buying Thorin's Company enough time to reach the safety of the hidden valley. In this scenario, the Good player needs to keep the Brown Wizard on the board for as long as possible so as to keep the Orc pack distracted. However, Radagast cannot provide a distraction for too long, for should he fall to Yazneg's followers, victory will be out of the Good player's grasp.*



## NEW RULES

# HUNTING PARTY

The Dwarves have managed to escape, finding safety within the rocks that hide the entrance towards Rivendell. Before Yazneg's pack can pursue their prey into the secret passageway, Elven arrows signal the arrival of the

knights of Rivendell, led by lord Elrond™. For having seen the Orc pack patrolling the borders of their land, the Elves set about engaging their foe in a skirmish, in an attempt to drive them away from Rivendell.



“Strange for Orcs to come so close to our borders. Something, or someone, has drawn them near.”

*Elrond, The Hobbit: An Unexpected Journey™*





### Layout (4'x4')

This scenario takes place upon the rocky plains near the Hidden Valley. The board should be scattered with large rocks, rock piles and hills. In the centre of the board there should be a rock pile that houses the entrance to the Hidden Valley.

### Starting Positions

The Evil player deploys their models anywhere within 6" of the centre of the board. The Good player then deploys their models anywhere more than 10" away from any Evil model.

### Participants

#### Good:

Elrond with heavy armour and horse; 12 Rivendell Knights with shield.

#### Evil:

Yazneg on Fell Warg; 12 Hunter Orcs on Fell Warg; 12 Fell Wargs.

### Objectives

Having noticed the Orcs on his borders, Elrond has led the knights of Rivendell against them in an attempt to drive them from his land. With the pursuit of his prey having failed, Yazneg must now escape to bring a report of the situation to his master; although the news of failure may not be something that the Pale Orc wishes to hear...

The game lasts for 10 turns. The Good player wins if they can slay 50% of the Evil force. The Evil player wins if Yazneg manages to escape the board via any board edge. If both players (or neither) manage to achieve their objective, the game is a Draw.

### Special Rules

**Elven Assault** – With the Orcs distracted by their pursuit of the Dwarves, the Elves are able to take them completely by surprise.

The Good player has Priority in the first two turns of this scenario.

### Scenario Bonus

If you are playing this scenario as part of the campaign laid out in *The Hobbit: An Unexpected Journey*™ rules manual, this scenario should be treated as scenario 2.5 and follow straight after The Chase scenario. Furthermore, if the Good side wins, the Good player has Priority on the first turn of the Out of the Frying-pan scenario. If the Evil side wins, the Evil player has Priority on the first turn of the Out of the Frying-pan scenario.

### Designer's note

*This scenario depicts a scene we have never written one for previously, that of the Elves engaging Azog's Hunters in a skirmish around the entrance to the Hidden Valley. For the Elves to achieve victory, they must keep moving and target Yazneg; for if he is able to escape, the best the Elves can achieve is a Draw.*





**'EAVY METAL**

# MORTARION

## DAEMON PRIMARCH OF NURGLE

'Eavy Metal is our regular feature celebrating beautifully painted Citadel miniatures, curated by the renowned 'Eavy Metal team. In this issue, we look at something big...





**Y**ou can't help but have noticed in this month's Planet Warhammer that the Death Guard have been reinforced with no less a force than their Primarch. We sought out the man behind the brush, Max Faleij, to talk us through his thoughts on painting the Daemon Primarch of Nurgle himself.

"I was the lead on painting the Death Guard units from Dark Imperium," says Max. "So when it came to painting Mortarion, we already knew what the 'normal' units from the Death Guard would look like, and I wasn't leaping into the project blind. I tweaked the colour scheme as I went along, to make Mortarion look as gross as possible.

"The armour was the first part of the model I painted, and I rendered it to be slightly reflective. It's brighter compared to the armour on the rest of the army – it shares the same livery and colours, but unlike most units Mortarion doesn't have rusty chips and dents in his armour. Instead, I painted his armour to look infected and fleshy – I chose lots of gory reds and sickly purples to make those dents look like wounds and sores. It's as if Mortarion is so infectious and diseased even his armour is festering and rotten. I also carried this onto the rocks on the base as well, so wherever Mortarion goes he's spreading Grandfather Nurgle's blessings."

Nurgle's blessings are in abundance on the model, on the wings in particular – there's the aesthetic of a fly in there, but melded with the mechanical, and several other things besides – which provided Max with a grisly starting point.

"The wings were a chance to push the daemoniac angle of Mortarion," says Max. "Those wings look insectile, but they're clearly made of daemoniac, rotten tissue – so I used glazes of browns and sepia tones around the ragged holes to show where parts had sloughed off. This contrasted nicely with the pale, opaque colours of the wings themselves – which I chose because I felt there's a danger that darker colours on such a large part of the model would overpower the other areas.

"One of the other focal points was Mortarion's face. With this, I wanted to suggest that Mortarion is absolutely riddled with disease – so his eyes, normally quite clear and sharp on similar models, were painted cloudy and grey, suggesting masses of cataracts. Note also the crown poking through his hood. It's simple iron rather than the gold you'd find on other Primarchs, which fits his personality. Mortarion was always a utilitarian, practical soul, something that can be seen in the relatively spartan look of his armour – which, despite his ascension to Daemonhood, hasn't changed much across 10,000 years of war."



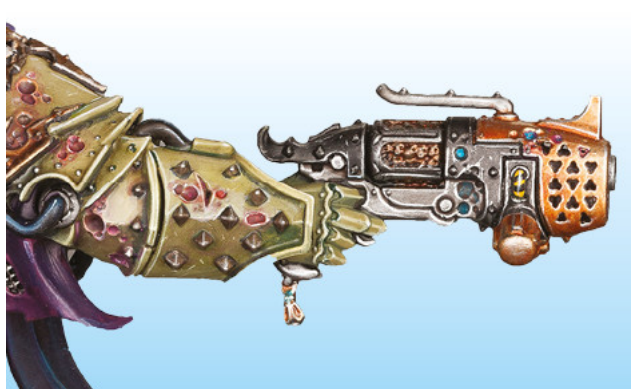
1



2



3



4

"We have lots of reference material depicting Mortarion's various iterations," says Max. "And there are plenty of visual cues linking back to those on the model. I wove a few into the paint scheme as well – the inner robes are cream cloth like those in the Forge World depictions (1). I painted the outer layers in darker tones to have that grim reaper vibe of the classic Epic miniature. I wanted to avoid painting them black, though, so I went with the same purple found on much of the Death Guard collection – it provides a good contrast to the green, and frames his pale face. Also it's a bruise-like purple, so it's another layer of disease on the model.

"There's also some very subdued texture on the loincloth, which I painted to look like cracked leather – the technique I used for this was similar to the one shown in November 2016's White Dwarf 'Eavy Metal Masterclass.'"

"The edge of the model's robes turn into smoke, suggesting that Mortarion is a daemoniac entity," says Max. "I wanted to emphasise that by having those robe edges match the plumes of turquoise smoke billowing out of the vents on his back (2) and on the censers around the model."

"I didn't use much weathering on Silence," says Max. (3) "I applied it very sparingly – there are only touches of rust and verdigris on it.

"One of my favourite parts of the finished paint job are the cables on Silence – it's the melding of the industrial into the organic and daemoniac. Making them look like normal cabling felt very strange, but the result looks very Warhammer 40,000."

"I painted the coppers on the Lantern in much the same fashion as the rest of the Death Guard range," says Max. "But like with Silence, I wanted to avoid going overboard with weathering (4). The clean nature of the weapon also hints at its mysterious provenance – it's resisted all this rust and rot that's consumed the rest of Mortarion's wargear."



# THE GENERAL'S ALMANACK

The General's Almanack is our occasional series on gaming in the Age of Sigmar, where we bring you thoughts and advice from some of the finest generals in the Mortal Realms. Why we asked our own Dan Harden to talk about playing in character, then, is a mystery...



**DAN HARDEN**

Dan loves a good game of Warhammer Age of Sigmar, be it a Battle Report, a casual game with friends or part of an ongoing campaign. He prefers playing narrative battles to matched play games and has two main armies – a Skaven force from the Clans Skryre and a large army of Death led by Nagash.

**Q** uick-quick, kill-kill! Stab-slice the man-things. Waaaarpfiiiire! These are just some of the many phrases I've squeaked while using my Skaven army in games of Warhammer Age of Sigmar. No, I'm not mad – not entirely, anyway – but I do like to get in character when I play my battles. By that I don't mean dressing up as a Skaven or wearing a big hat when I field Nagash, but just generally enjoying the ambiance of using the army I'm playing with – much to the consternation of my partner who has, on at least one occasion, noted that the sound effects that accompany my armies into battle are, and I quote, “just a bit weird”.

That's all part of the fun of the game for me – it's about creating stories and fun memories, not a brain-melting tactical exercise like a game of chess. In my opinion, a Warpfire Thrower team is not a Warpfire Thrower team

unless it goes “Whooompf!” when it fires and “Squeeeee!” when it misfires. But it's more than just sounds effects, you'll be pleased to know. I like to imagine what my armies are really doing, what each unit is up to on the battlefield, how they would act and fight. Are they cowardly or brave? Are they mindless automatons? Would they be selfish in their actions or sacrifice themselves for an overall victory? Or, more to the point, would I as their general be willing to sacrifice them for victory?

## THE ARMY

Every army has its own personality, a collection of characteristics and traits that makes it distinct from the others. That alone can often be the defining factor that determines how I use an army on the battlefield. Ironjawz, for example, I just want to



charge headlong at the enemy, because that's exactly what orruks would want to do – they love a good scrap. They have no patience for tactical manoeuvring and, indeed, their rules support their mentality towards warfare – they're fairly terrible at shooting and excellent in combat. The Blades of Khorne are similar in that respect, though you're rewarded by Khorne when units – yours or the enemy's – die in battle. There is no situation I can think of in which I wouldn't enact a charge with a unit dedicated to Khorne, even if the odds were stacked against them. I can't imagine it would bother them, so it shouldn't bother me. Does that mean they'll die? Probably – but it's what Khorne would have wanted.

Stormcast Eternals, on the other hand, are a disciplined army of battle-hardened heroes. They understand tactics and the need for restraint, making them strong in defence. I see them as warriors of necessity rather than warriors out of choice and that's all reflected in the army's personality, in the design of the miniatures – they don't carry huge tower shields for nothing – and in their special rules. In a game, I would use them defensively, creating a sturdy line of shields to repel the foe. A Lord-Castellant would also be a must, enabling me to boost the armour save of nearby Liberators. Bolster the Liberator's resolve with your General's Inspiring Presence and they will be virtually unkillable and immune to battleshock. Your opponent would

have an easier time slaying a boulder or unnerving a mountain.

**“In my opinion, a Warpfire Thrower team is not a Warpfire Thrower team unless it goes ‘Whooomph!’ when it fires and ‘Squeeeee!’ when it misfires.”**

Skaven – my most recent army for Warhammer Age of Sigmar – are different again. There's no honour in a Skaven army and certainly no bravery. There's malevolence and a desire to cause harm without personal risk – essentially, nefarious back-stabbery. Perhaps that's why I leaned towards the Clans Skryre, whose weapon teams can pummel the enemy from afar without having to be kill-stabbed in return. Many Skaven units, I have found, struggle in a fair fight, which is why I do everything in my power to ensure their fights are always in my favour. I have a poor success record in this, as my Clanrats are notorious underachievers (first rule: blame the models, not the general...). I also do everything in my power to keep my general – the Arch-warlock Ratticus Klaue – out of trouble, often to the detriment of the rest of my force and even a possible victory. Why? Because he is the heart of my army, the essence-musk of Skavendom and survival is always a Skaven's primary goal!

### I'M THE BOSS

I see my general as my avatar on the battlefield – which I know many other players do, too. I find this can make me protective of him (I don't want to die!) and I can make rash decisions to ensure their survival. This is in character for Skaven – maybe not so for Stormcast Eternals.

Below: Arch-warlock Ratticus Klaue bravely leads his Skaven minions to battle, safe in the knowledge that any threat will have to deal with his Stormvermin first before it can reach him. His army contains many weapon teams – all the better to soften up the enemy for an easy fight. At least, that's the plan...





"Nagash is spiritually, physically and intellectually above all others. He won't draw his blade when he can get expendable minions to do his dirty work for him."



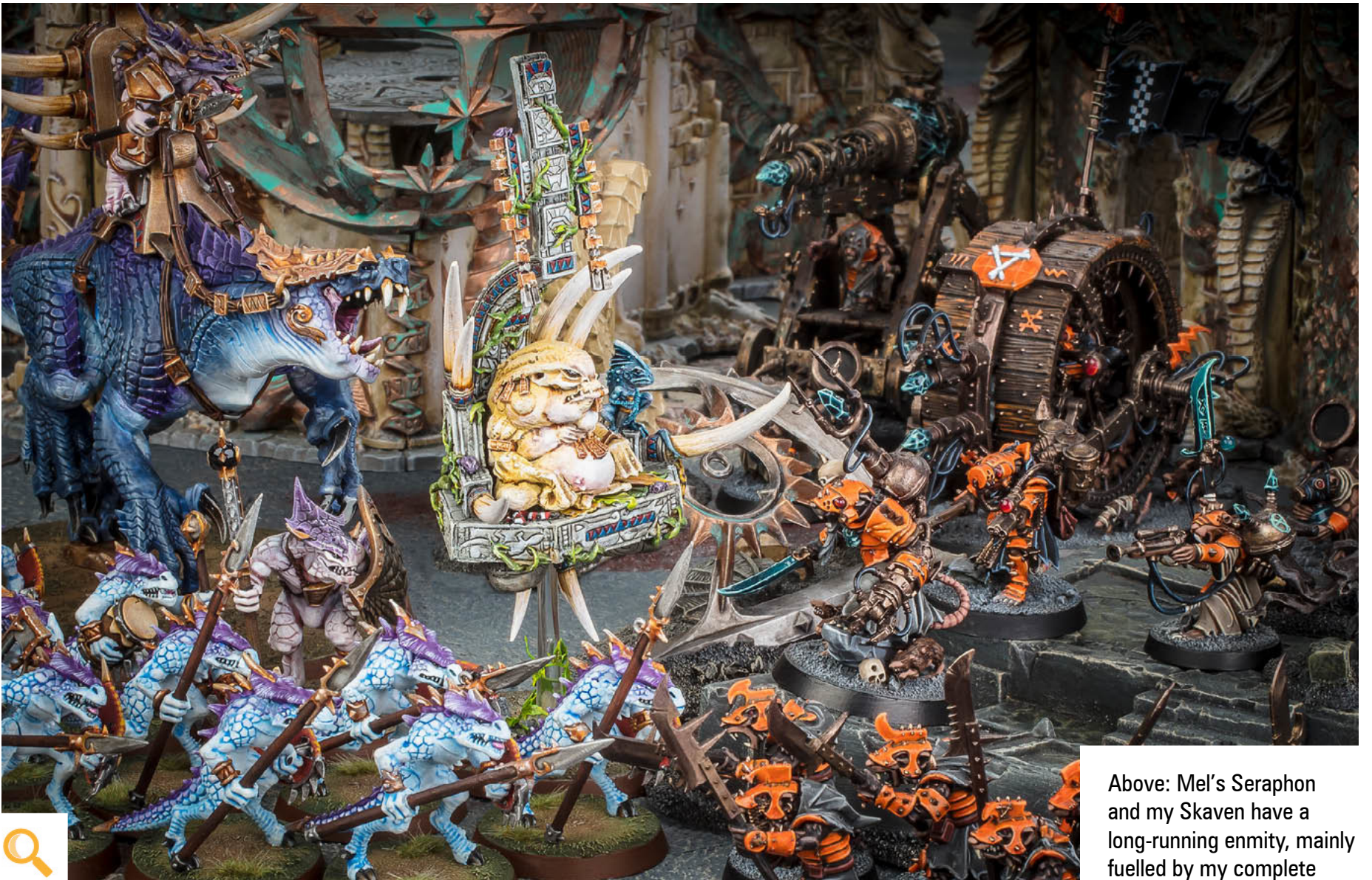
## THE GENERAL

For me, the key component when playing in character is the army commander. I truly realised this after I painted Nagash to lead my army of Death. While playing a game against one-time Grombrindal Jes Bickham and his horde of Destruction, Nagash ended up surrounded by ogor Ironguts with no barricade of crunchy skeletons between him and their rusty blades. Now, Nagash is a fearsome fighter – he can potentially churn out 30 wounds of damage a turn in combat – but Ironguts are equally nasty and there were a lot of them. It prompted me to ask the question “What would Nagash do?”. Well, as the god of the dead, he’s pretty arrogant, he knows he could kill all the Ironguts. On the flip side, he also doesn’t like being defeated and he wouldn’t want to die an ignominious death to some ogors – there was a sense of pride involved here. Maybe he could blast them with magic, or he could summon Skeletons, or do a bit of both. In the end, I chose to summon a meagre 40 Skeletons to hold up the Ironguts while Nagash floated sedately away. Was that honourable? No, not at all, but then Nagash has no honour. Less than Archaon, I reckon, and he’s a right scoundrel. The Skeletons held up the Ironguts long enough for Nagash to regenerate a few lost wounds (he cast Soul Stealer on a Grot Scraplauncher, which might well be the pinnacle of cruelty) before he then charged into the Ironguts to finish them off.

**“The phrase ‘Are you a picker or a roller?’ has come up in the bunker which, I assure you, is not an unto-ward one...”**

This whole encounter led me to the interesting question of exactly how to use Nagash or, indeed, any general. Nagash is a phenomenal spellcaster and great at bolstering an undead legion. But he’s also a combat monster and he can easily rampage through a unit in a turn. Then again, if he’s fighting, he’s likely to be losing wounds, which makes him less effective at casting spells. This dilemma has caught me out a few times, and sometimes I’m torn between being tactical and being characterful. If in doubt, I ask again what Nagash would do and that solves the problem. The same thought process can be applied to any commander. Ratticus Klaue, my Skaven Arch-warlock, is also a spellcaster, but not a great fighter. Based on his rules alone, logic says not to get him involved in too many fights, but add in his innate Skavenness and desire for survival and it’s quite clear what he should be doing: avoiding combat and zapping the enemy from afar.





Above: Mel's Seraphon and my Skaven have a long-running enmity, mainly fuelled by my complete inability to win a game. That might be, in part, down to how we use our armies. Mel throws her Seraphon into battle in quite a cavalier way. "They are just memory constructs of the Slann, after all," says Mel. "Besides, the Slann can summon more of them if they die, so I may as well chuck them into the fight." Ruthless, I feel, but totally in character – the Seraphon are out for vengeance at any cost and lives certainly aren't being lost.

I, on the other hand, have no such summoning ability and I've tried 'cunning plans' to break Mel's force. Most commonly they revolve around trying to kill the Slann, preferably from afar. Every time Ratticus Klaue has failed, and he normally dies horribly in the attempt. I get the impression that, perhaps, I'm still being too honourable with my Skaven. Perhaps I need to run away more. Or invest in a few units of Skryre Acolytes.



### ADMIRAL CHRYSUS OF BARAK-GLÖM

My latest general is Admiral Chrysus, who will one day lead my Kharadron Overlords to war. I have already decided on his Command Trait – Grudgebearer – and his artefact will be a Sledgeshock Hammer (because he's clearly holding one). I image he's a bit of a scrapper. I haven't decided on my artyle, amendment and footnote because I haven't come up with the background for Barak-Glöm yet. I reckon I'll roll for them and see what I get.

### ALLEGIANCE ABILITIES

Something else that helps me get into character is allegiance abilities. They come in three guises – battle traits that affect your whole force, command traits that affect your general and artefacts that you can give to your heroes. The phrase "Are you a picker or a roller?" has come up in the bunker which, I assure you, is not an untoward one but a question of how you generate your general's command traits and artefacts. I prefer to randomly generate my command traits – it adds an air of mystery to my leader. When I was just using the Grand Alliance: Chaos book to generate my allegiance abilities, Ratticus once somehow became a Spiteful Destroyer – unlikely for one so small and ratty, but it certainly made me use him in a different way compared to the time he was a Cunning Deceiver. Now he has access to six new Skryre traits in the General's Handbook 2017, all of which are devious and underhand. I think I will continue rolling for them – I like the idea that his personality is malleable. With artefacts, I prefer to pick them so I can match them to my general's personality. Ratticus is a sorcerer, so he will be gifted with wizarding paraphernalia. This also means I can convert a cool model of my commander carrying said artefact. Saying that, the Clans Skryre have access to some new wargear in the General's Handbook 2017. I see much kill-zapping on the horizon. ☠



## MODELLING AND PAINTING

# KITBASH

There are many great heroes in the Mortal Realms – mighty generals to lead our armies into battle. Here we show you how to convert your very own warlords.



### THE BITZ BOX

In your time as a hobbyist, you may well have heard or read about the bitz box. But what is it? Put simply, a bitz box is where you keep all those spare parts from your sprues – arms, weapons, heads, wargear – that you didn't use when building the unit. Some people throw the parts they don't use away (heretics), others hoard everything (cough, Dan, cough). We've found the best approach is to keep just what you think is useful for the future in labelled bags in your bitz box. That way it's easy to find when you need it.

**K**itbashing is the art of taking one or more Citadel miniatures kits (that's the key word, here) and combining parts from them to create a new model or a variation on an existing one. Kitbashing can be as simple as a weapon or head swap. It can be as complex as your imagination allows.

This issue, we've focused our attentions on converting heroes for Warhammer Age of Sigmar. There's a huge range of plastic hero kits available now, plus countless heroes found in other kits (such as the bonus Saurus Oldblood you get in the Troglodon kit), but every now and again there comes that urge to make a really special character for your army. It might be that you've read a cool story – a Black Library novel, perhaps – and you want to make the hero featured in it. Or maybe you've read the character vignettes in one of the Age of Sigmar books and you want to convert a model

to represent that character on the battlefield. Perhaps you've seen a cool artefact in your battletome or in the General's Handbook that would make for an interesting conversion?

Whatever your inspiration, the goal is to bring your idea to life as simply as possible. Fortunately, Games Workshop makes a wide range of tools that are designed with building and converting Citadel miniatures in mind. A lot of people reach straight for the Citadel Knife when it comes to conversions, but actually the Mouldline Remover can clean up plastic components just as easily and far more safely. Similarly, why struggle trying to cut a piece of plastic with a hobby knife when the Citadel Saw will do the job far more efficiently. You can see the full range of tools available on the Games Workshop website. For now, though, take a look at the conversions we've been working on.



# CONVERSION ADVICE AND A FEW SIMPLE TRICKS

The first stage in any conversion is finding the parts, particularly the miniature you want to base the conversion on. Normally this is one model, often with arms or weapons from other kits, but it could be many more. Just remember that you'll want all the parts to match up, both in size and design – you don't want your hero to have a huge bare-chested body and puny arms, for example. Once you've found all your parts, we recommend dry-fitting the pieces together before cutting or gluing anything. A few pieces of adhesive putty will help you get the overall feel and shape of the conversion you're about to attempt.

The kitbash below shows how simple a conversion can be, but also how effective. The plan was to convert a Chaos Lord of Slaanesh using the Chaos Lord kit as the basis. The model's stance is pretty hard to change due to the fact that it's standing on a rock, so we concentrated on changing its head and weapon, plus adding one more detail – the totem on its back. We also really wanted to keep the details of the sculpted base that comes on the sprue, but transfer them to a circular base like the other models in the Warhammer Age of Sigmar range. Here's how we did the kitbash.

## DID YOU KNOW?

The Citadel Knife and Citadel Saw share the same handle, so you can, if you happen to misplace one, use the blades in either. The knife blades are also a fairly common hobby knife design, so when you run out you can purchase replacements from most good hobby stores. Just remember to dispose of your used ones responsibly!



The first stage of the conversion was the base. We wanted to keep all the skulls and rocks, so we cut the edge off the base with a pair of Fine Detail Cutters (1), then sanded the underside of it flat on a sanding block (2) before using Plastic Glue to stick it to a 40mm round base.

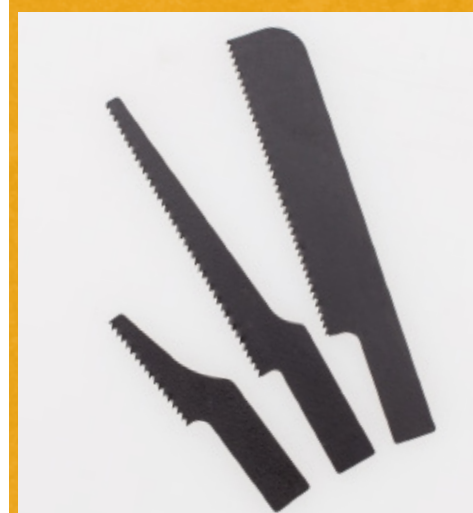
The model's head is one that's rarely seen. It is, in fact, one of the four Chaos God-specific heads found on the Chaos Chariot kit. This is the Slaaneshi head – part 41 on the sprue (3). Rather than position it facing the same way as the Chaos Lord's original head (which looks towards his spear aggressively), we positioned it facing the other way. Now he looks more casual, more arrogant, and you can also see his rictus grin more easily.

We also changed the Lord's weapon. Because of his pose, a sword in his upraised hand would just look odd, so we simply changed the spear tip for a glaive. We cut the spear beneath the spearhead using a Citadel Knife (4) – the plastic is thin enough to do so – and did the same to the hand holding the Lord's new Daemon blade – part 67 from the Varanguard kit.

The Lord's back banner comes from the Chaos Warshrine set – another part 67. It is held in place behind his head by a spare spear shaft from a Chaos Marauder, though any short rod of plastic will do. We cut the spear using a Citadel Saw (5) and then filed off the back of it (6) so that it would fit flush against the model's back.

## FOCUS ON: THE CITADEL SAW

The Citadel Saw has six blades in three different designs. The smallest, fine-toothed blades are suitable for most small conversion work, while the medium-sized ones are for thicker bits of plastic. The largest blades are for cutting through really thick plastic kits such as scenery.





# MODELLING AND PAINTING

## A FEW CHARACTER CONVERSIONS

On this page you'll see a quartet of characters specially converted for this article. We asked their creators to tell us a bit more about their conversions.

**Dan Harden:** I converted this Skaven Plague Priest (1) to represent Rotfang, one of the characters mentioned in the Skaven Pestilens battletome. I used the Plague Priest from the Plague Furnace as the basis for the model, with a book taken from the Plague Monks kit to represent a Liber Bubonicus. I also added a scroll to show he's an enchanter and a few rats as furry familiars.

**Matt Hutson:** I made a third Branchwych for my Sylvaneth army (2). The conversion isn't immediately obvious, but I changed her weapon entirely. The scythe head is from the Kurnoth Hunters while the haft is from the Tree-Revenants kit. I cut the haft with a hobby knife to fit around the Branchwych's right hand, then glued it all into place with Plastic Glue.

**Martyn Lyon:** I wanted a Lord-Celestant that was different from the one you get in the pack (3). I started by removing the rock from under his feet using a Citadel Saw, then positioned him standing on the stairs of one of the new hero bases. I cut his hammer from his left hand and gave him a shield, then replaced his sword with a hammer from the Dracothian Guard set. To ensure it won't break in battle, I pinned the hammer haft to his hand using a Citadel Drill and a paper clip. His head was a simple swap with one of the new Vanguard-Hunter heads, though I did have to cut off the armour's halo to get his hair to fit.

**James Karch:** I built an Ironjawz Megaboss (4) to represent Redrek Goregobbla, who is mentioned in the Realmgate Wars book four. The conversions are pretty simple – I swapped his hands and head with some of the spares from the Maw-krusha kit and gave him a Beastman shoulder-skull from the Skulls box. I also gave him a different necklace – a spare skull and spinal column from the Stonehorn kit.

1



2



3



4





# AND EVEN MORE CHARACTER CONVERSIONS!

What's that, you haven't seen enough character conversions yet? Well, as luck would have it, we've got plenty more for you! These characters were all converted by various members of the Studio and White Dwarf teams, either for their own armies or to lead the vast collections featured in our battletomes. All of these conversions were based on plastic hero

kits or plastic heroes found in boxed sets. While they all use parts from other sets, no kit has been made unbuildable by doing the conversions. Duncan's converted Lord-Celestant, for example, uses Vandus Hammerhand's head, but Duncan gave Vandus a different head to make up for it! 🐾

1



2



3



4



5



6



This Grot Shaman on wolf (1) was converted and painted by James Ashbey. Yes, we thought he was painting Cadians, too... James used a Fenrisian Wolf for the Grot's mount and simply sat the Shaman on top of it. He then used a little Green Stuff to hide the rocks that were stuck to the Shaman's feet. To finish the conversion he cut off the Shaman's topknot and removed the bone from his hand so it looked like he was gripping the wolf's fur.

James Gallagher made this Wight King on Skeletal Steed (2). The horse and the rider's legs come from the Black Knights kit. James mounted the Wight King's torso on the Black Knight's legs and then had "a devil of a time" cutting the cape to fit over the horse. After a bit of snipping with his Fine Detail Cutters, James tidied up the gaps with a tiny bit of Green Stuff.

Duncan Rhodes converted a Lord-Celestant (3) using the Knight-Questor as the basis for the model. He gave the model Vandus Hammerhand's head and a round shield from the Knight-Excelsior upgrade frame. He also built the model so it's holding its sword in the other hand using a spare arm from the Liberators box.

Dan Harden's Skaven Arch-warlock (4) was converted from the Warlord in the Spire of Dawn set. His head was replaced with a spare from the Doomwheel while his left arm comes from a Kataphron Breacher. Dan felt the mechanical look fitted well with the Skaven. The model's warp lightning accumulator comes from the Engineer in the Spire of Dawn set, who Dan has also converted with other Skaven wargear.

The Lord of Plagues (5 and 6) is a popular model for conversions. These two – both from the Studio's Nurgle army – were converted by swapping their heads and axe blades with spares from the Putrid Blightkings set. The one on the right also has an extra shoulder pad from that kit.





## COLLECTING AND PAINTING

# ARMIES ON PARADE

Armies on Parade is our annual celebration of collecting and painting Citadel miniatures. It's your opportunity to create a whole new army and show off your hard work to your fellow hobbyists. Here, we look at the armies our staff have been building and painting.

**A**rmies on Parade has been a popular topic of conversation around our head office this month, with many hobbyists building and painting new armies and starting construction on their display boards.

If you're new to the concept of Armies on Parade, it's pretty simple – this is your opportunity to build and paint a new army and then show it off in all its glory at your local Games Workshop store for all to admire. For many hobbyists, having a final deadline to get the project completed by is the motivation they need to start it in the first place – essentially you have three months to paint an army... go!

To find out how to enter Armies on Parade, or if you're looking for ideas, simply have a chat to a staff member in a Games Workshop store – they will be more than willing to help you out. Make sure you check out the Armies on Parade website, too, for further inspiration:

[armiesonparade.com](http://armiesonparade.com)



### PARADE WEEKS

The Parade Weeks for Armies on Parade 2017 are taking place in Games Workshops and Warhammer stores worldwide over the course of two weeks in October and November – a week each for Warhammer Age of Sigmar and Warhammer 40,000.

To enter a Warhammer Age of Sigmar army, take it into your local store between 23 and 29 October. For Warhammer 40,000, you can enter it between 30 October and 5 November.

Make sure you check your store's Facebook page for more information and to find out the full details of the events.



Here at the Games Workshop head office, people have taken several different approaches to Armies on Parade. Last month our writer Stu went on a building frenzy and assembled his entire army in one go. This month he's been airbrushing all the basecoats onto them. On the other hand, James Karch has only painted a couple of models, but he has made a cracking board (see to the right). Regular Armies on Parade entrant Dom Murray has taken to batch-painting units (see below), while over the page Ant Saliba has come up with a great story for his army and has built a board to accommodate the idea.

As you can see, there is no right or wrong way to go about Armies on Parade. We all like making display boards for our armies – we find they create a great backdrop to the army and show it off in the best way – but you don't even need to do that – as long as your models fit in a 2' by 2' space, you're fine to enter. Feel free to share your progress with us: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk) 

### DOM MURRAY'S BLOODBOND

"I'm quite a slow painter," says Dom, "so I decided to batch paint my army five models at a time. I started with a basecoat of Mephiston Red spray, then picked out the brass with Brass Scorpion, the skin with several different skin tones and the metal with Leadbelcher. I then used Agrax Earthshade Gloss to shade the armour and Nuln Oil Gloss to shade the weapons. This gave me the basic colours for each model, which I could then highlight. I currently have all the models basecoated (top right) and a few finished (bottom right). As for my board, I plan to make it sparse and snowy, with only a few Arcane Ruins and a Magewrath Throne on it. The stark snow should help the red miniatures stand out – I find they can get lost sometimes on brown boards."





The battle damage on the buildings was simple to create – James used a pair of Fine Detail Cutters to snip some of the corners off and rough them up a bit.

### JAMES KARCH'S RUINED FACTORUM

Last month we showed off the first couple of models from James's project – a pair of Primaris Space Marines painted as Sons of Guilliman – one of James's favourite Chapters. James had a dilemma when coming up with ideas for his display board, though. He wanted to use the new Sector Mechanicus buildings, but all the models in his existing army have sand and grass bases – he needed to find a way to combine the two. And he has! James has created this abandoned power plant using the new scenery kits, but has mounted it on a sanded base.

To create the white lumps of rubble, James mixed up some thick plaster and let it set in a block about a centimetre thick. Then he smashed it up into debris. Simple, eh?

### JAMES LITTLER'S HAMMERS OF SIGMAR

James Littler (who we featured in our very first Mustering for War) loves painting armies quickly. These three heroes were painted in just a few hours using just basecoat, wash and drybrush techniques. Curse his skills!





# COLLECTING AND PAINTING

## ANDY DUNN'S HOUSE TERRYN KNIGHTS

Last year for Armies on Parade, Andy Dunn painted so many Skitarii he could barely fit them all on the board. This year he's painting far fewer models – only five – but they're big 'uns! His new project is an army of Imperial Knights – the High Court of House Terryn led by High King Tybalt. "I painted Tybalt first," says Andy, "it only

seemed right to start with the leader. The plan is to paint four Barons from his court, using the heraldry presented in the Knight Companion, the previous Imperial Knights codexes and White Dwarf. I also plan to arm all the Knights exactly as they've been presented." For his board, Andy plans to keep the terrain relatively minimal – just pipes and debris – so it doesn't get in the way of the five huge Knights.





## ANT SALIBA'S GENESTEALER CULT

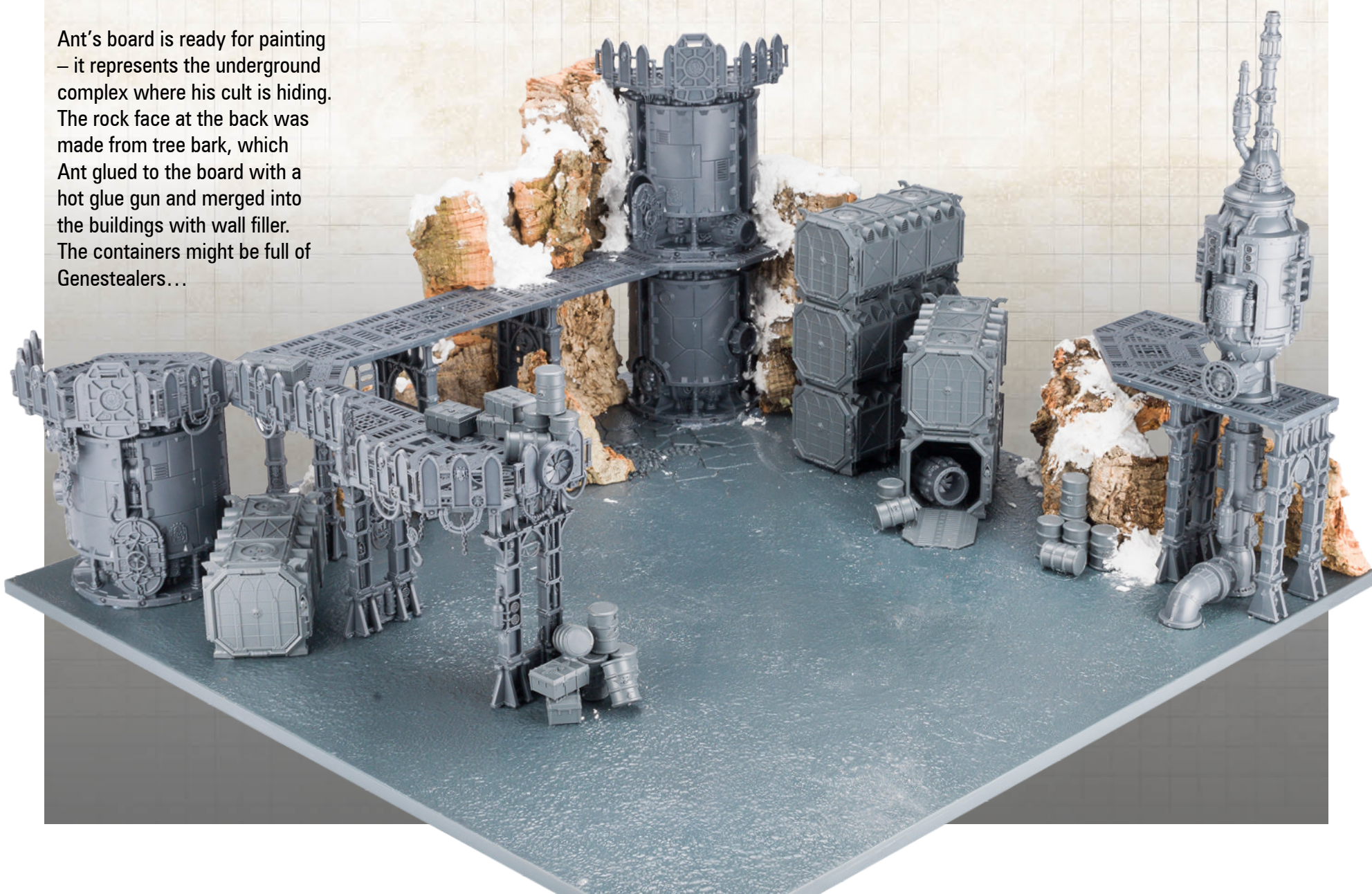
Ant Saliba's force has caught the Genestealer Cults bug. And we mean that quite literally – the idea behind his Armies on Parade entry is that a group of miners, already unwitting pawns to the Hive Mind, have found a Tyranid creature slumbering in their mining complex. Now they're preparing to dig it up and make ready for the arrival of Hive Fleet Kraken.

Ant is including both corrupted Guardsmen and hive workers in his force, representing the Genestealer Cult penetrating all levels of his planet's society. The Chimera below is one of the first units that Ant has finished, though he already has a squad of Neophytes (once loyal Guardsmen) underway, which he plans to have disembarking from the back of it.

Ant followed Duncan's advice in his painting videos on Warhammer TV to give the Chimera a weathered look. He used plenty of Typhus Corrosion and Ryza Rust to give the bulldozer blade in particular a battered, industrial appearance.

Ant plans to use the colour scheme for the Bladed Cog cult – which can be found in the How to Paint Genestealer Cults painting guide – for his cult hybrids. Because their main armour colour is red, Ant also painted the squadron markings on his Chimera red to match. Most of his guardsmen will feature the same colour on their shoulder pads, too.

Ant's board is ready for painting – it represents the underground complex where his cult is hiding. The rock face at the back was made from tree bark, which Ant glued to the board with a hot glue gun and merged into the buildings with wall filler. The containers might be full of Genestealers...





# PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, Studio Army Painter Jay Goldfinch shows us how to paint the Warhammer 40,000 30th Anniversary Primaris Intercessor Sergeant and even gives a few painting tips as well.



**JAY GOLDFINCH**  
Jay's a relatively recent addition to the Army Painting team, and his first few projects have all been working on Primaris Space Marines for the Studio Space Marine collection. As such, Jay is chock full of painting wisdom on how to go about painting Imperial power armour of all kinds and styles.

## PAINTING QUESTION OF THE MONTH

I am starting an Ironjawz army and I love the way Aidan Daly painted the Megaboss that he entered into Golden Demon last year. Could you ask him what techniques and colours he used?

Thomas Malvoisin, Chambéry, France

Hey, Thomas. Aidan had this to say: "For the battered metal armour, I started with a basecoat mix of Leadbelcher, Kantor Blue and Abaddon Black, then gave that a recess shade of a Nuln Oil Gloss/Drakenhoff Nightshade mix. I applied a glaze of Ironbreaker and Lahmian Medium on the high points of the armour, then carefully chipped Ironbreaker and Stormhost Silver on the sharpest armour edges."



**T**he Crimson Fists are a noble and storied successor Chapter of the Imperial Fists, but have become few in number – only the intervention of the Indomitux Crusade prevented their extinction at the hands of the enemies of the Imperium.

"The majority of the model is armour," says Jay, "so when you've got that finished, you're almost home and dry. The other great thing about this is that the techniques here work great for 'normal' Crimson Fists – just remember to only paint one fist red if they're not a veteran!"

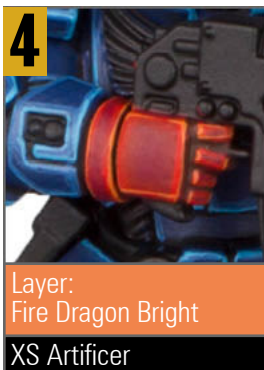
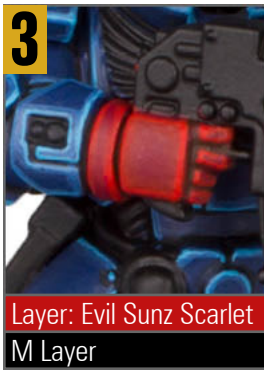
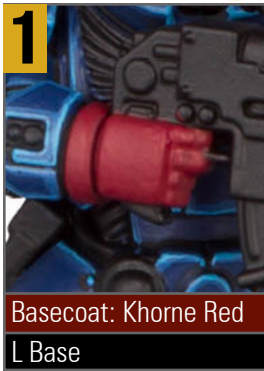
### DARK BLUE CERAMITE



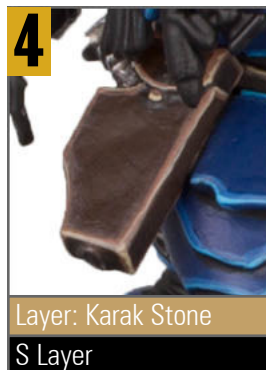
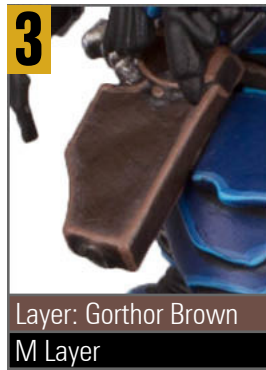
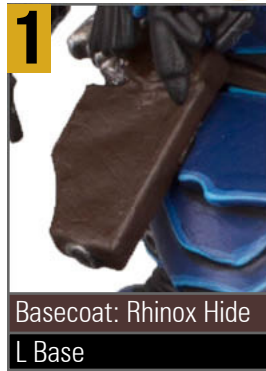
### BOLT RIFLE CASING



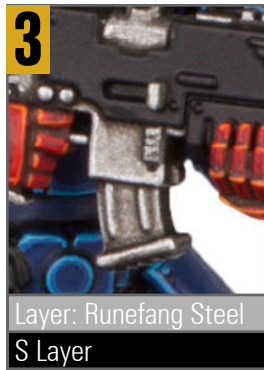
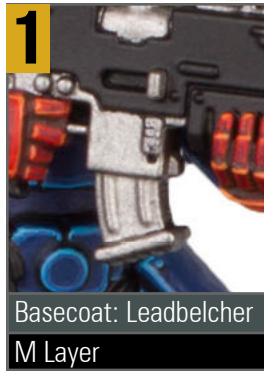
### CRIMSON FIST



### DARK LEATHER



### OILED GUNMETAL





JAY'S TOP PAINTING TIPS

“When painting power armour, I suggest thinning your Shades with a little water – to about 50:50 water and Shade – and using them as recess washes, not all over. Keeping the Shades thin gives you greater control over the strength of the Shade’s colour, while only applying it into the recesses lets you build up a strong contrast.

“For the final Fire Dragon Bright highlight of the red armour – as it’s such a strong and vibrant colour – you want that highlight to be as thin as you can possibly make it, so break out the XS Artificer Brush! If the highlight isn’t sufficiently thin, there’s a chance the Fire Dragon Bright will overpower the rest of the reds and make the armour look too orangey.” 🐉

STOIC VISAGE



1



Basecoat: Kislev Flesh  
M Base

2



Wash: Reikland Fleshshade  
M Shade

3



Layer: Kislev Flesh  
M Layer

4



Layer: Flayed One Flesh  
S Layer

5



Layer: Pallid Wych Flesh  
S Layer

6



Basecoat: Rhinox Hide  
S Layer

7



Layer: White Scar  
S Layer

8



Layer: Rhinox Hide  
XS Artificer

9



Basecoat: Screamer Pink  
S Layer

10



Wash: Cadian Fleshtone  
M Shade

GOLDEN TRIM



1



Basecoat: Retributor Gold  
M Base

2




Wash: Agrax Earthshade  
M Shade

3



Layer: Auric Armour Gold  
S Layer

4



Layer: Runefang Steel  
XS Artificer

CROPPED HAIR



1



Basecoat: Mechanicus Standard Grey  
M Base

2



Wash: Agrax Earthshade  
M Shade

3



Layer: Dawnstone  
M Layer

4



Layer: Administratum Grey  
S Layer



SCARS OF BATTLE

“When it came to the scar on the Sergeant’s bare head, I wanted to make the scar look new but not too fresh – so I painted thinned Blood for the Blood God straight into the scar. For a very fresh wound, just use Blood for the Blood God straight from the pot. For an older scar, you could use a little Bloodletter glaze in the gully of the scar.”



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 stage.

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 really easy to identify the right one.



# REALMS OF BATTLE

Last month, we showed you the basics of the new Creeping Vines and what you can do with them. This month, we take things one step further with a selection of top tips, tricks and techniques to make your bases look their best.


**CHALLENGING TIMES INDEED**

The bases shown in this feature were made by the very same team that creates Games Workshop's range of paints, brushes, and scenery – including the new Creeping Vines and Barbed Bracken. As part of a quick hobby challenge to show off just what the new materials can do, they spent an afternoon tinkering and experimenting with bases and basing materials.



**BACK TO BASICS**

This article covers some more advanced techniques and basing theories, which may not be what you're looking for if you're still a relatively new hobbyist. So if you're just starting out on your hobby journey or perhaps just want some very quick and clear advice for basing up your army in a flash, turn your web browser of choice to:



**TEXTURED PAINTS**

To show you how easy it is to come up with your own basing combinations, we're presenting a selection of examples to help get you started. Simply find the colour scheme you like and follow the instructions.

<b>THIN</b>	<b>THICK</b>
 Recoat: Agitated Earth Wash: Dried Mud Drybrush: Brown (Dried Mud)	 Recoat: Agitated Earth Wash: Dried Mud Drybrush: Brown (Dried Mud)
 Recoat: Yellowish Mud Wash: Dried Mud Drybrush: Yellowish Mud	 Recoat: Yellowish Mud Wash: Dried Mud Drybrush: Yellowish Mud
 Recoat: Agitated Earth Wash: Dried Mud Drybrush: Agitated Earth	 Recoat: Agitated Earth Wash: Dried Mud Drybrush: Agitated Earth
 Recoat: Brown (Dried Mud) Wash: Dried Mud Drybrush: Brown (Dried Mud)	 Recoat: Brown (Dried Mud) Wash: Dried Mud Drybrush: Brown (Dried Mud)

**N**ow more than ever there's an absolute plethora of options to make your miniatures' bases look fantastic – in the past, we've covered using Texture paints, sculpted Shattered Dominion and Sector Imperialis basing sets, and most recently, Creeping Vines. If you're basing an entire army, just one of these options may suffice, but for characters and other centrepiece units, you might want to push the boat out and combine a few techniques to help your favourite models stand out on the battlefield.

While the bases we show off here may be firmly placed in either Warhammer Age of Sigmar or Warhammer 40,000, there's nothing to stop you applying the techniques to any

bases you make – tropical foliage, Chaos-twisted landscapes and vine-choked ruins are popular features across the Mortal Realms as well as the far future.


Finally, there's absolutely nothing to say that these techniques and tips are only applicable to your miniatures' bases. They're all equally useful for your terrain as well – Creeping Vines work brilliantly to help turn a building into a desolate ruin – and, of course, there's not a piece of terrain (or miniature) Games Workshop has produced that isn't improved by the addition of a skull or two (or eight...).

Skulls never go out of style. Just experiment and try out different combinations – you never know what you'll come up with!

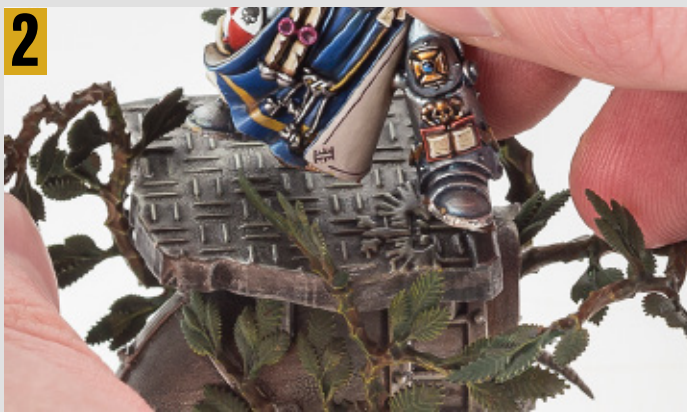
## DOWN THE PIPES

John Manders added to one of the Warhammer 40,000 Hero Bases with a few skulls, out of which Creeping Vines are growing – coupled with the weathered paintjob, the foliage gives the base a feeling of desolation and age, which is great for industrial wastelands.

1



2



After you've heated them up (with, say, a hairdryer) and bent them into a shape, Creeping Vines will stay in that shape. Bendy and flexible as they are, unless you heat them again Creeping Vines will just snap back into place with barely a sign of a crack in

your paintjob.

What this means is you can have vines stretch around a miniature freely – in virtually any configuration you can think of – and not worry about them snapping off in your figure case or during games.



# THE TOUCH OF CHAOS

James Littler chose to use all the new basing components for this base – Creeping Vines, Barbed Bracken, Skulls, parts from the Warhammer Age of Sigmar Hero Bases and even a few spare weapons and heads from his bitz box. This terrifying Chaos shrine (1) is wrapped in Creeping Vines. To make them seem more like brambles or creepers, James removed all the leaves with a knife and fine detail cutters. James then heated the Creeping Vines with a hairdryer and carefully twisted them into shape with a pair of tweezers – looping vines around and into the skulls and through the half-buried Chaos star.

James painted the base in subdued tones (2) using Astrogranite texture paint – to give the impression of Aqshy ashlands – and pale bone on the skulls. The creepers he painted in ruddy browns, like something fleshy, suggesting they may not even be vegetation, but chaotic, Spawn-like tentacles, drawn by an aggregation of blood, death and dark magic.

“I didn’t have a particular plan about what I’d use this for when I was making it,” says James. “On one hand, it’d make a fantastic objective marker for my Chaos army in Warhammer Age of Sigmar. On the other, it’d be a great diorama base for a Chaos hero – particularly a human-sized one. In Warhammer Age of Sigmar you measure from the model, not the base, so you can make diorama bases for heroes without impacting the game.”

1



2



# SEASONS OF WAR

John Manders also decided to build on a base he’d made for a previous basing challenge (1). While there’s now absolutely tons of different bases and basing materials to use when you’re putting a new force together, if you already have an existing army you can just as easily add a few pieces from the new basing kits to reinvigorate old bases.

Considering how a base would work were it a real stretch of land is always a worthwhile exercise, and John’s base is a great example of applying this – he’s placed the Bracken so it appears out of the cracks in the stonework where weeds would naturally sprout from (2).

Also, as it’s a larger base with a lot of open space, John was able to add the biggest skulls from the Citadel Skull box as they wouldn’t draw the eye from any miniatures he’d place on the base. Even though the larger of the two skulls is as big as a grot, it won’t distract from a miniature like a Khorgorath or a Dracothian Guard – on a smaller base (like a 25mm) such a skull would be the dominant feature.

1



2





# MODELLING AND PAINTING

## IN THEORY...

Colour theory is just as important when putting together bases as it is when painting miniatures – last month's White Dwarf featured a comprehensive guide on the subject, which is well worth reading if you want to build upon some of the tips in this feature.

As an example, if your models have one dominant colour, you may want your bases to be a contrasting hue – in the case of the Sentinel below, it's pale blue, so its base is orange-brown.

Toby Hale used a turret from the Warhammer 40,000 Hero Bases set for his Genestealer Cults Sentinel's base, and then added elements like Creeping Vines, Barbed Bracken, and a few Citadel Skulls (1). Both base and model were painted as separate pieces, but Toby used the assembled base to pose the Sentinel's legs and feet before painting both, to get their positioning just right.

To give the impression of a tropical and virulent death world, alongside the vibrant foliage (2) Toby also used a thin layer of Nurgle's Rot over Armageddon Dust to suggest swampland or some strange and poisonous grove – he added all the alien and human skulls around the wrecked tank turret to show how deadly the area is.

Toby drybrushed the tank wreck in varying oranges and browns to give the impression of rust (3) but broke up the sheer block of colour with a few carefully placed scratches of Ironbreaker. The surrounding brightly coloured foliage offers a strong visual contrast to the wreck, while also conveying the miniature's narrative of fighting on a war-torn death world.

For this model, Toby has inverted the notion of picking the strong, bright colours for your model and more subdued tones for the base (4). Because there is still a stark contrast between the base and the model, however, the end result is just as effective and striking.

## MANY WAYS TO BASE

Over the next two pages, we've got a few more choice examples of decorated bases – all of which cover particular aspects of basing your miniatures that will be helpful to keep in mind.

As your miniatures itself are the most important part of any painting project, the likelihood is you'll be painting them first, so you'll be choosing the colours of your bases afterwards. When picking those colours, you typically want to avoid them being too similar (although there are times when that may be your intention – see Dave Andrews' Sylvaneth on the next page), but at the same time you may not want the difference to be too stark. When selecting your palette, try to make sure you pick colours that don't overpower the

miniature, otherwise there's a chance the focus of the finished piece will be on the base – James Littler's Lord-Castellant and Dave Andrews' Aelf Sorceress on the next page are good examples of the miniature taking centre stage.

For elaborate bases it's usually best to paint them separately from the model. You can attach your miniature to a blank base with a small dab of superglue on one of the feet and paint it as you would normally. Paint and decorate the base to taste. When you've finished both, just remove the model carefully from the blank base and attach it to your decorated one.



1



2



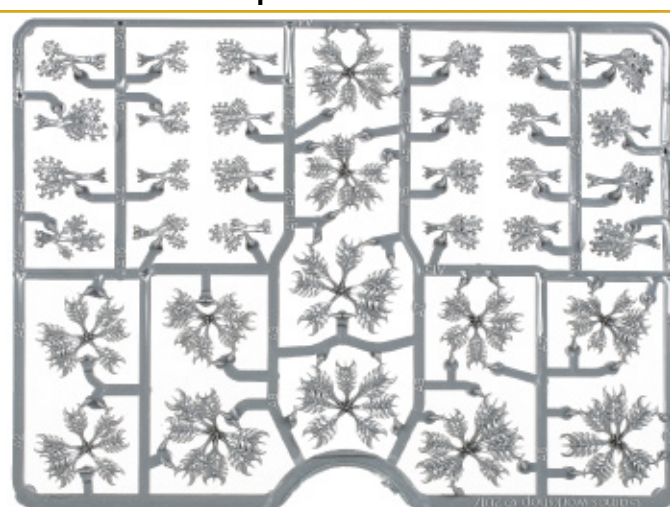
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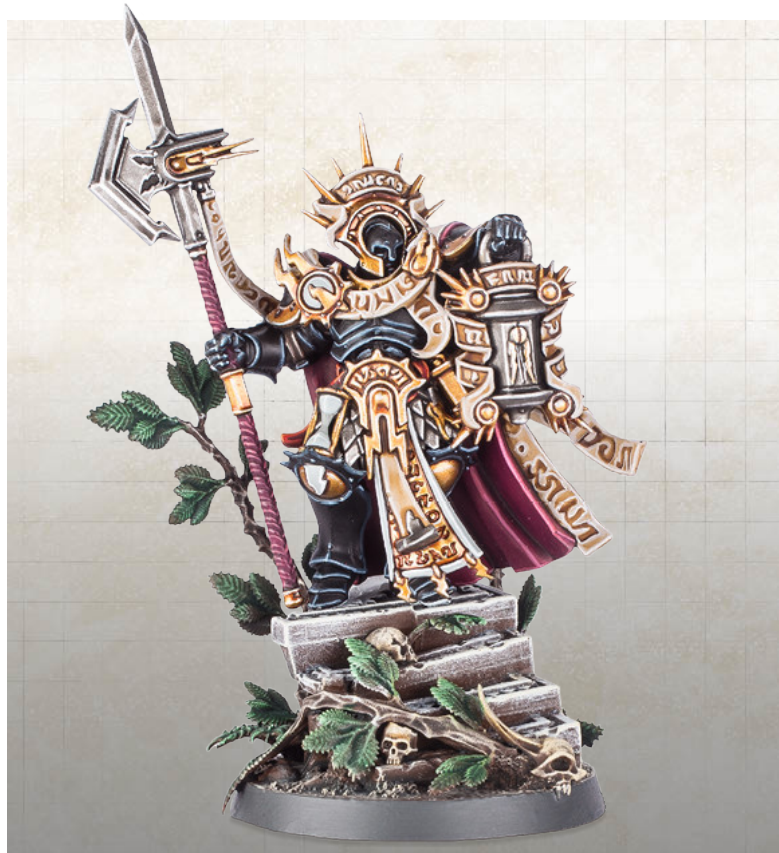
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## GRIM GARDENING

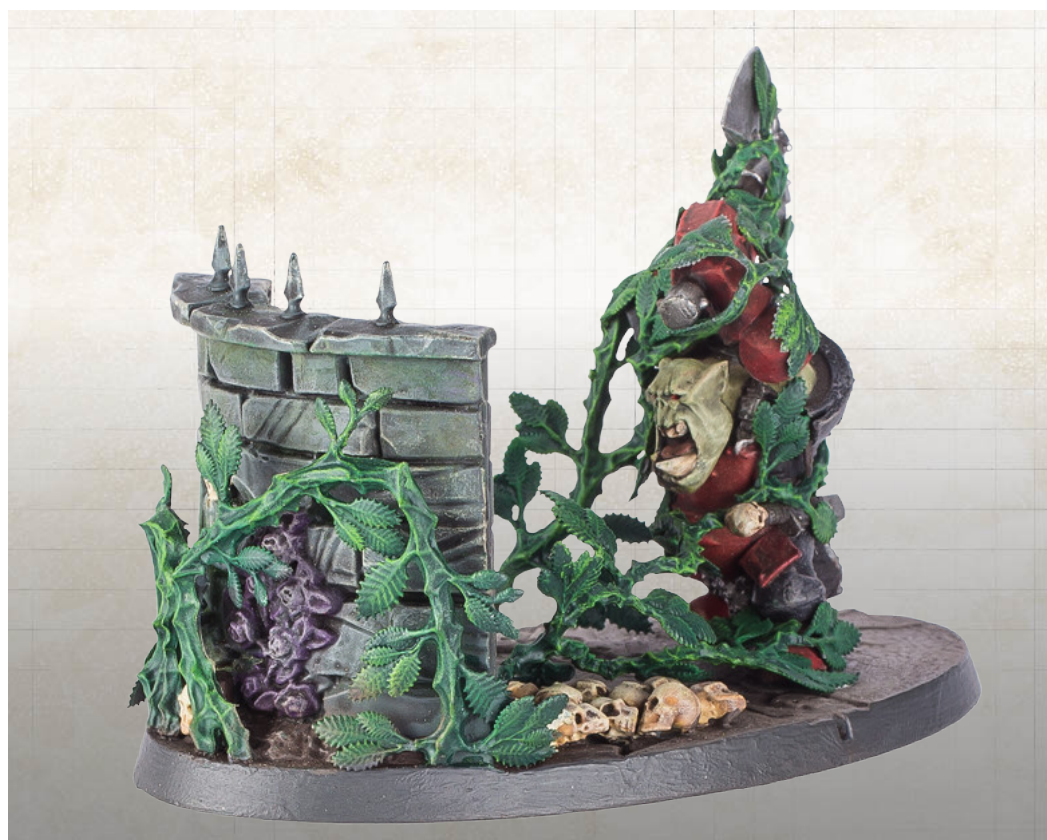
Wrought from the same bendy plastic as the Creeping Vines, the Barbed Bracken let you add death world foliage to your models' bases – or even to your terrain features. There's 144 in a set, so you're unlikely to run out, unless you're building a tropical Sylvaneth army or a whole death world scenery collection. Just bear in mind that, like the Creeping Vines, Barbed Bracken don't work with plastic glue, so you'll need to use Citadel Super Glue to fix them in place.







1



2



3



4



5



6

For his Lord-Castellant (1), James Littler used a combination of a Hero Base, skulls and creeping vines. James built the base as one piece and painted it in muted tones (2) so the miniature would be the main focus. To tie all the base's colours together (3), James finished it off with a drybrush of Screaming Skull.

Stuart Thompson made a diorama (4) using an Ardboy and parts from the Garden of Morr. To show the Creeping Vines interacting with a miniature, (5) Stuart posed the Creeping Vines, then glued them in place on the orruk. Stuart placed the skulls as if they are spilling out (6) of the grave as the Ardboy is consumed by the vines.

Dave Andrews chose a Tree-Revenant (7) to show off how you can unify base and model – so to tie model and base together, Dave used the same colours for Sylvaneth and base (8). The Spite (9) adds a spot of contrast to the otherwise mostly brown and green model.

Dave painted up a base for his Aelf Sorceress (10) to use shape and base composition as a form of contrast – the big, blocky pillar and vines literally frame the miniature. Dave picked his colours carefully (11), using warm, dark ones for the vines and the pillar against the cool, bright colours of the aelf. Dave kept the colours of the vines and stone similar (12), using slightly different tones for living and dead material.



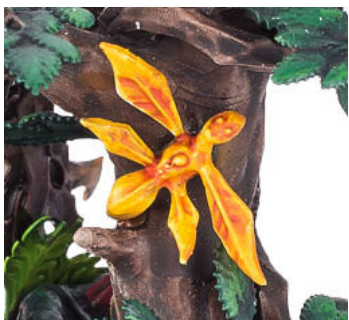
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8



9



10



11



12





# PARAGONS OF WAR

There's just no stopping the Army Painting team, it seems – even in their downtime, they're beavering away and adding units to their Warhammer Age of Sigmar armies. We took a selection of the best to show off in this month's Parade Ground.

### BLOODCRUSHERS BY JAY GOLDFINCH

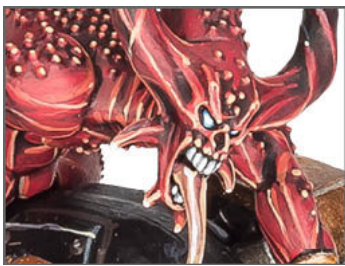
**Jay:** I used this to start a new army in a new style, as a stark contrast to my Necrons, and as a means of pushing myself as a painter by trying to keep the quality high – so highlights and blending – but at a pace as well.

I took inspiration from the classic colour scheme – black Juggernauts with red Bloodletters – but I went for a more neutral scheme on the Bloodletters' flesh – I may expand this army, and I wanted to leave the door open for painting armour on future units in more striking reds.

I built and painted the Juggernauts and riders separately – it was a bit of a hassle, but the sub-assemblies made it far quicker to paint the hard-to-reach bits under the riders. I did have to tidy up the joins after I glued the parts together, but sub-assemblies are the best option for cavalry units like this.



1



2



3

"The blue glow may seem a bit unusual on Khorne models," says Jay, "but the glow is inspired by 'Eavy Metal Soul Grinder. I wanted something different from the usual green or red – it's a spot of spot of cool colour on otherwise quite warm models, and looks otherworldly and sinister. I started on the hellblades, but carried it onto the eyes of both steed (1) and rider (2), and also between the Juggernauts' 'ribs' (1).

"I looted loads of skulls for basing," says Jay. "I found the Warhammer 40,000 basing kits and similar useful for that. The skulls (3) as a spot of brightness on the base – they don't draw the eye, but break up the model without being an out-of-place contrast to the other elements."





## WITCH AELVES BY JAMES GALLAGHER

**James:** I've been a big fan of the Witch Aelf models for a while now – not only are they an iconic unit, and a great bit of Warhammer Age of Sigmar lore, they're exciting and dynamic models. I was keen to see how feasible it would be to paint them quickly, as they're primarily skin.

I started with a Corax White undercoat, then moved onto a basecoat of Flayed One Flesh. On top of that, I applied a very thin wash of Reikland Fleshshade, and a single highlight of Pallid Wych Flesh. Thin washes work best with aelf (and aeldari) models as they don't have the muscle definition of, say, orruks or Bloodbound – thinning it prevents excessive pooling, but keeps the contrast you want from shades.

I also converted the models slightly by replacing the ruins with skulls – which ties in with how the bases are painted to look like a desert of bones, a very Age of Sigmar idea, I think.



1



2



3



4

"I used plenty of gore to play up the Witch Aelves' shady nature," says James. "They're creatures of Order, but that doesn't mean they're nice – I used Blood for the Blood God, which works well over the pale skin – I applied some as markings to the Hag's face (1) to make her stand out clearer on the battlefield. And not only are their blades covered in it, but their hands and forearms are too (2)."

"I wanted a stark contrast to 'traditional' Dark Elf colours," says James. "But I also wanted to use the colours of Order – blues and bright silver (3)." Finally, the dark hair not only works well as a contrast with the pallid skin (4), but also mirrors the sinister nature of their bloody, ritualistic faith.





# PARADE GROUND

## KURNOTH HUNTERS BY NATALIE SLINN

**Natalie:** I started a Sylvaneth collection about four years ago, and the Kurnoth Hunters are the latest addition to it. They match the look of the Treelord wonderfully, so I chose to paint my ones like the Treelord I'd painted a while ago – though while I painted the six-strong unit in the same colours, for the smaller one with the Kurnoth greatbows I inverted the colours.

The idea was to get the two units ready for gaming as quick as possible. I'd spent ages blending and highlighting my Treelord's bark, and I wanted to get the same effect but without spending anywhere near as much time. So I started by drybrushing the wood, before adding glazes to create a smooth transition between the bright edges and dark recesses – the technique worked well with both the light and dark barks.



1



2



3

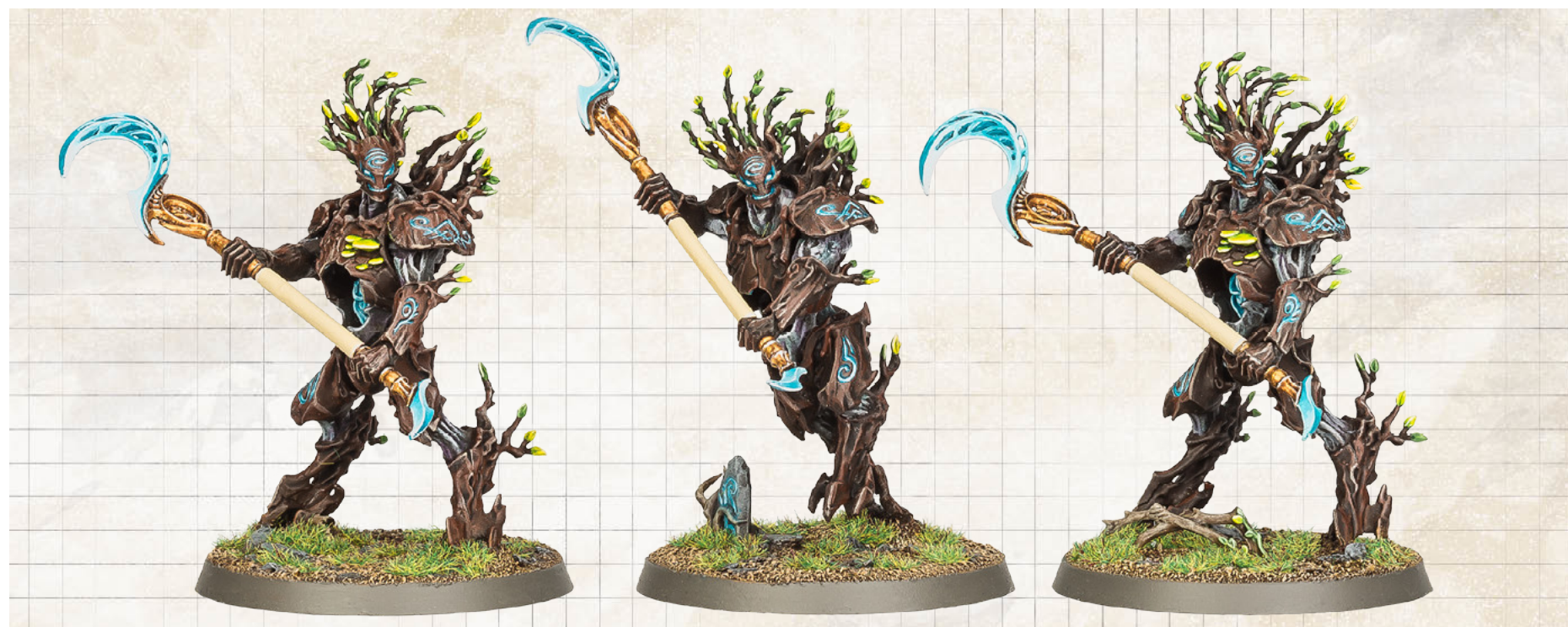
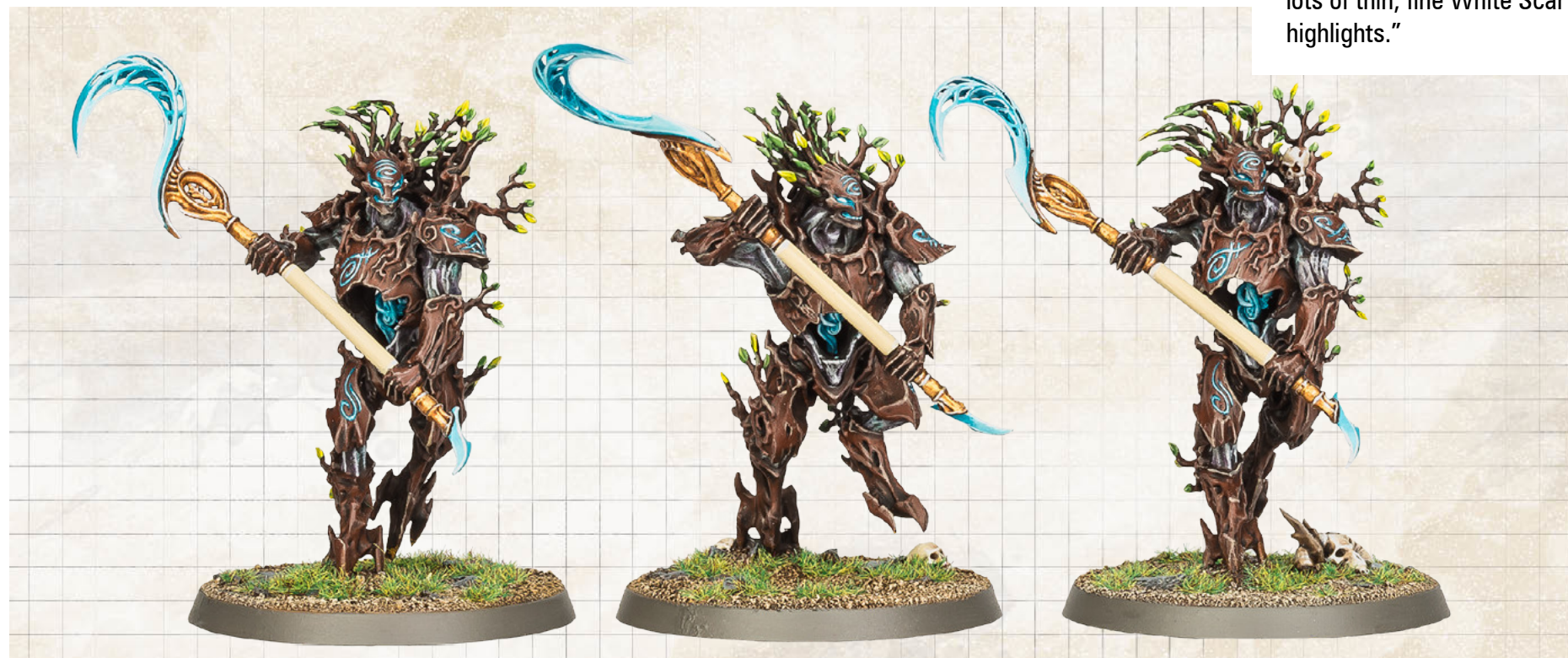


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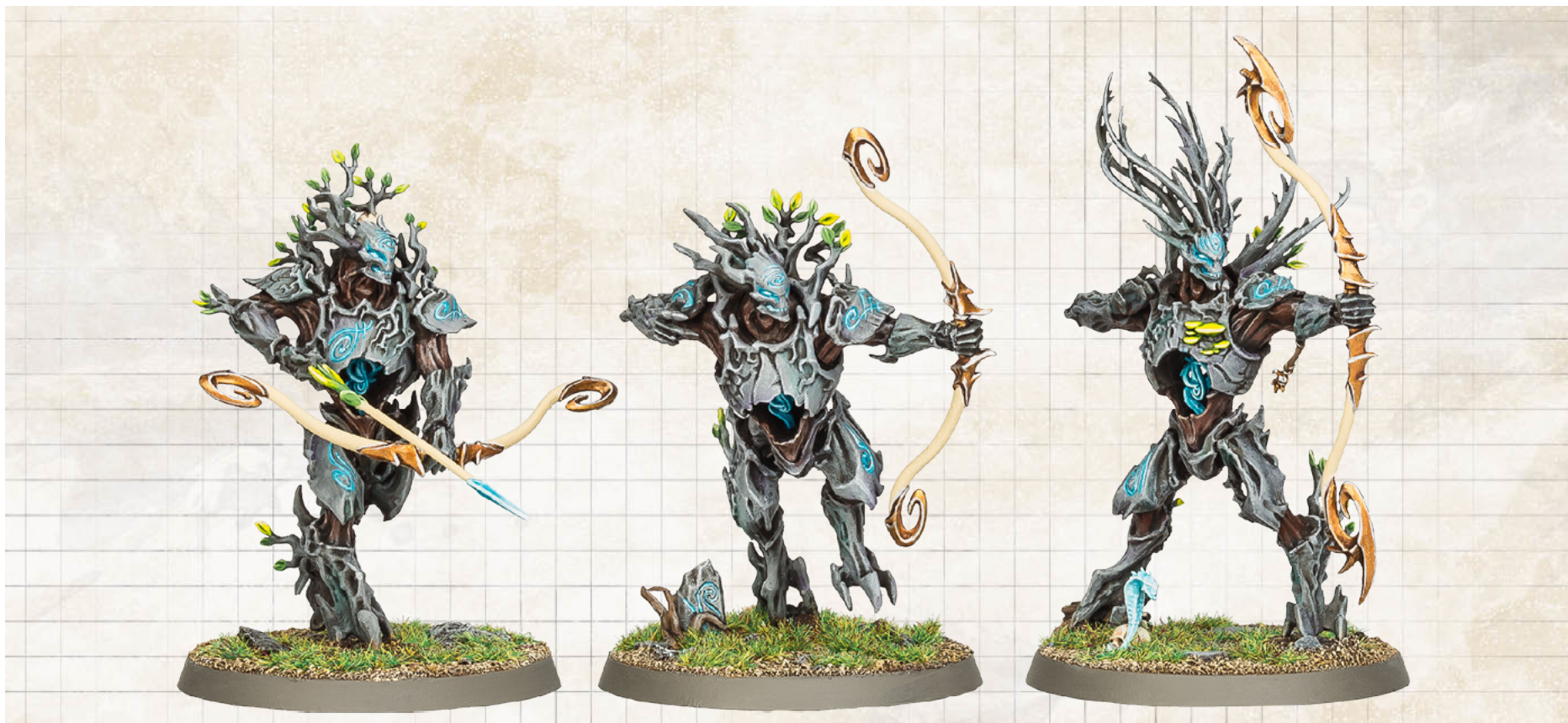
"For the blue runes (1), I start with watered-down Baharroth Blue," says Natalie, "which will naturally pool into the recesses, before adding some thinned White Scar into the gullies and grooves while leaving the base glow exposed. For the eyes, I use the white as a highlight."

To break up the brown of the bark, Natalie painted the leaves a pale green (2).

"I went back to glazing with the weapons (3 and 4)," says Natalie. "I start with a light colour – in this case Baharroth Blue – then glaze it with thinned Sotek Green before finishing up with lots of thin, fine White Scar highlights."







### GUTBUSTER OGORS BY TOM MOORE

**Tom:** These ogors are the latest addition to my growing Destruction force, which has a distinctly piratical theme running through it. Each unit has its own sense of identity while still being part of the greater force – in this case, the ogors all display a horned skull rune, which looks a little like a pirate flag, but still has that Destruction feel to it. I've also been experimenting with different skin tones with this unit, to give the impression of a disparate force that's been drawn from all corners of the Mortal Realms, rather than one particular clime.

Finally, the bases have a shipwrecked beach vibe to them, to go with the nautical, piratical theme on the rest of the army.



1



2



3



4

"The Crusher's grot assistant (1) is a spare from the Scraplauncher kit," says Tom. "I added in a Greatsword hat for a small touch of humour, and to make him fit with the army's theme."

"For the markings, I used the Ork transfer sheet," says Tom. "Not only do they make great armour markings (2) they also make perfect tattoos (3) that match my army's aesthetic."

"I painted the armour Abaddon Black and edged and chipped it with Ironbreaker (4)," says Tom. "It weathers the models and gives definition to the edges."





# READERS' MODELS

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

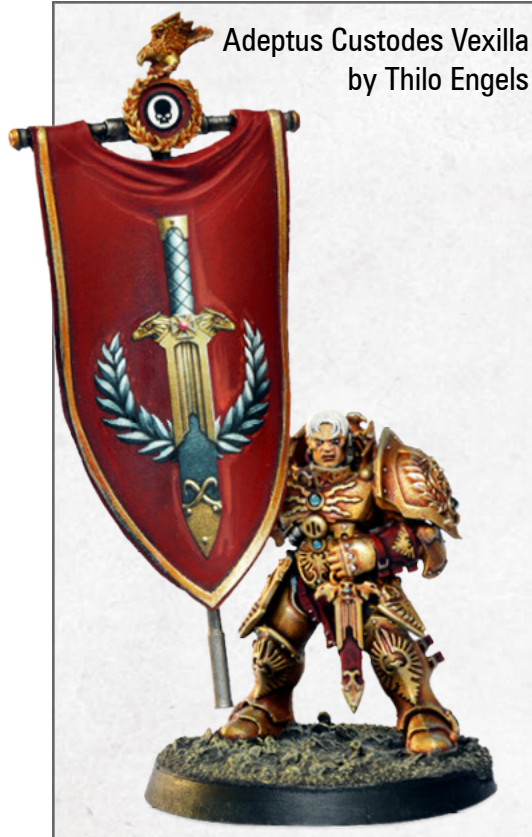


Send your photos to:

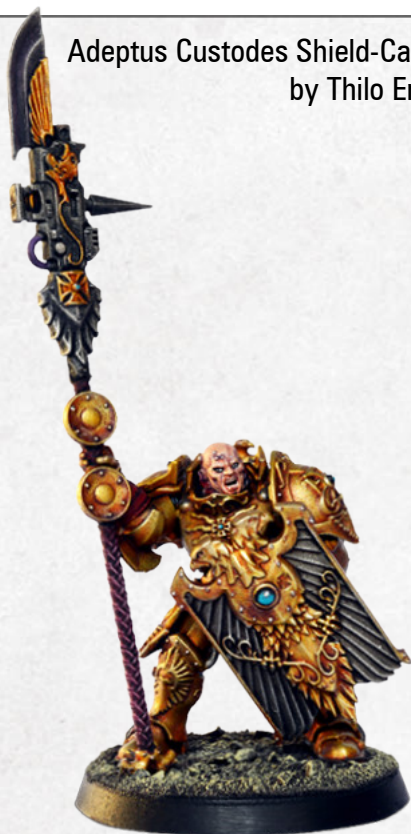
**TEAM@WHITEDWARF.CO.UK**

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

Iron Hands Legion Mastodon  
by Paul Busfield



Adeptus Custodes Vexilla  
by Thilo Engels



Adeptus Custodes Shield-Captain  
by Thilo Engels



Deathwing Terminator Captain  
by Scott Ferguson



Freeblade Imperial Knight Errant  
by William Castello



Harlequin Solitaire  
by Dean Lecoq



Cairn Wraiths and Tomb Banshee  
by Tyler Mengel





# READERS' MODELS

Stormcast Eternals Lord-Relictor  
by Wojciech Czupryn



Imperial Guard Sentinels  
by Christopher Poole



Khorgorath  
by Steffan  
Lloyd-Evans



Ironjawz Megaboss  
by Christopher Poole



Plaguebearers of Nurgle  
by Amy Snuggs





## READER'S MODEL OF THE MONTH



Our model of the month is this glorious Arkanaut Frigate painted by Sarah Berens.

"I painted the Frigate in sub-assemblies – the hull, aether-endrins, support struts and crew," says Sarah. "The purple and the grey areas I painted with an airbrush, mostly using the colours shown in the battletome, though I wanted to give the Frigate a lighter colour, so the purple is slightly more pink. I

gave every other area a basecoat, a highlight and an edge highlight. Some parts, like the metallic areas, I shaded to add extra depth. It was the first time I'd used the new gold paints, too – Retributor Armour, Liberator Gold and Stormhost Silver – they are beautiful, intense colours and perfect for the Kharadron models. For the base, I used weathering powders to give it a rusty look."

### OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen. For even more detailed tips, we've got a free downloadable guide:







# IN THE BUNKER

Welcome to the last few pages of the magazine, where we'll be taking a regular look at what's been going on inside the White Dwarf bunker over the past month...

**O**nce again it has been a busy month in the White Dwarf bunker. Mel, Stu and Dan are all working on Armies on Parade displays, Matt H has been painting everything he can get his hands on (Space Marines, Magnus and the Grundstok Gunhauler below), while Matt K has almost, nearly, just about managed to build a Tzeentch Sorcerer. Bless his little socks. Ben has been adding to his Space Marines and Astra Militarum forces and Martyn has been painting more Dark Angels.

And when we're not painting models, we're playing games (and working, of course). Five members of the team have started a Warhammer 40,000 league to see how their armies work in the new rules – see how they got on over the page.



## TREES ON PARADE

Last month, Mel started work on a display board for her Seraphon Armies on Parade entry. Having basecoated and washed the board, Arcane Ruins and trees, Mel then placed the scenery pieces where she wanted them on the board and carefully drew around them with a pencil. She then applied Texture Paints to the board, being careful to avoid where the scenery pieces would go. That way, when she glued them to the board, they would stand up straight.



Matt's Grundstok Gunhauler is the latest addition to his ever-growing Shadowlands army. He painted it in the black and blue colour scheme of Barak-Mhornar.

## WHITE DWARF'S TOP FIVE: TERRIBLE MISTAKES

The galaxy wouldn't be in the state it's in now if the races living in it hadn't done something stupid at one point or another. But what are our top five terrible mistakes?

- 5 DA BIG RED BUTTON**  
"Wot's dis button do, boss? The truth is, no Ork truly knows – it may make a truck go fasta, it may blow up a planet. The Orks are willing to take that risk.
- 4 ARTIFICIAL INTELLIGENCE**  
Don't make robots smarter than you – Humanity learned that the hard way. The T'au and their suspiciously autonomous drones are being watched carefully.
- 3 PACTS WITH THE DARK GODS**  
Never listen to a Chaos God. Horus did, and look what happened to him. He's now long dead and his surviving brothers didn't fare much better.
- 2 ENDLESS PARTYING**  
The Aeldari messed up big time with their hedonistic lifestyles, creating a god that now devours their souls when they die. Nice work, Aeldari!
- 1 EMBRACING SUPERSTITION**  
The Imperium has stagnated for 10,000 years due to the fear of progress and the veneration of old technology. Can Guilliman save it from the slump?



## FORCED PERSPECTIVE

If you read the Ultimate Guide earlier in the issue, you may have felt there was something odd about the Rhino in the opening picture, but you may not have worked out what.

Well, the truth of it is, that Rhino's not a miniature – it's actually the life-size APC sitting outside Warhammer World. Martyn took a picture of it, then super-imposed it into a battle scene featuring a load of miniatures. We think you'll agree, it's a clever piece of photography. Martyn is now a level 10 Photo-wizard.



## DUNCAN IS INSPIRED

Warhammer TV's Duncan Rhodes paid a visit to the bunker this month to 'borrow' some Mechanicus Standard Grey spray (we still want it back, Duncan... – Ed) so we treated him to a sneak peek at the amazing Crimson Fists artwork on the cover and on the free poster this issue. Duncan was so inspired he dashed off at once to paint a Crimson Fists. We thought you'd like to see the result!



## WATCH YOUR BACKS, LADS

Ben has recently finished work on a Commissar for his Astra Militarum army. "This is Commissar Harrius Scheider," says Ben. "I painted him the same way as the rest of my models, with orange as a spot colour on his plasma pistol. I actually don't like the idea of Commissars shooting their own men, but I just really like the model." We're curious to see how long it is before he executes someone in a game, against Ben's wishes...

## WHITE DWARF'S TOP FIVE: TOP FIVE THAT DIDN'T MAKE IT...

We had so many ideas for top fives for this issue, but we genuinely ran out of space for them all. So here are our top five top fives that didn't quite make it into the magazine.

- 5 CATASTROPHES**  
The Horus Heresy, Fall of the Eldar, Armageddon (three times)... the galaxy's full of catastrophes.
- 4 ADVENTURERS**  
Rogue Traders, Mechanicus Explorers and Eldar Rangers – they all love sightseeing.
- 3 MUTATIONS**  
Be it a Navigator's third eye or a Chaos tentacle, they all sound like heresy to us.
- 2 SQUIGS**  
Gnasher Squigs, Attack Squigs, Buzzer Squigs, Oily Squigs – we love 'em all!
- 1 CORNERS OF THE GALAXY**  
From the Ghoul Stars to Ultima Macharia, the galaxy is a big place and, whatever happens, you will not be missed.



# VOX CHATTER

This month, Martyn and Dan are back and this time they're talking about Primarchs in the 41st Millennium.



Martyn: So, I thought it would be cool to talk about Primarchs this month. In the last year we've gone from no Primarchs in Warhammer 40,000 to three of them. That's a pretty big leap! They've always been background characters, especially the Daemon Primarchs, but now we can actually field them in a game. That's pretty exciting.

Dan: Oh, agreed. Figuratively and physically they are such massive characters and I can already imagine using them in games. I reckon they'd have to be pretty huge battles, though – Primarchs don't get out of bed for skirmishes.

Martyn: Having models represent Magnus and Mortarion actually lends the Chaos threat a lot of weight – it makes it feel more real and deadly, somehow, having the models on the tabletop to use and kill stuff with.

Dan: I think the impact on the story of Warhammer 40,000 will be huge, too. Magnus and Mortarion have been mentioned in the background over the years, but Guilliman coming back is a big deal. What would have happened to Humanity if he hadn't? Could someone else have saved Macragge or organised the Indomitus Crusade? This could be a bright new future for the Imperium.

Martyn: I really doubt that! Guilliman's got so much to do just to stop everything burning and falling to Chaos, let alone the other alien races. It will be decades before he even gets to look at the backlog of paperwork.





# THE WHITE DWARF BUNKER WARHAMMER 40,000 LEAGUE!

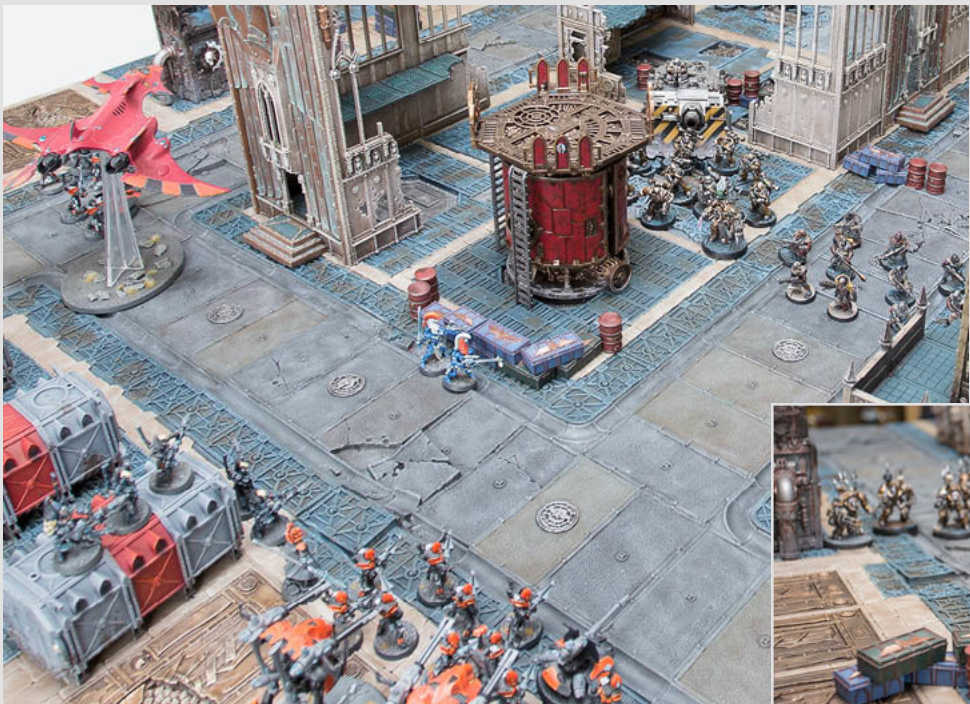
“I think we should have a Warhammer 40,000 tournament in the bunker using the new rules,” said Martyn. So we did!

Martyn, Matt, Jonathan, Dan and Ben each picked an army from their collections and wrote an army list up to a power level of 50 that fitted into a Patrol Detachment. They then set about thrashing each other silly on the battlefield. Here’s how they got on in their games.

<b>MARTYN</b> <b>DARK ANGELS</b> Interrogator Chaplain Librarian in Terminator Armour 5 Deathwing Terminators 3 Aggressors 5 Scouts Predator Destructor  <b>POWER 50</b>	<b>MATT</b> <b>ELDAR</b> Farseer Warlock 5 Dire Avengers 10 Guardians 10 Guardians 2 War Walkers Crimson Hunter Exarch 5 Dark Reapers  <b>POWER 50</b>	<b>JONATHAN</b> <b>T’AU</b> Battlesuit Commander with Shield Drones 12 Fire Warriors 10 Fire Warriors Ghostkeel Riptide with Shielded Missile Drones 5 Pathfinders  <b>POWER 50</b>	<b>DAN</b> <b>IRON WARRIORS</b> Chaos Lord in Terminator Armour 5 Chaos Terminators 10 Chaos Space Marines 10 Chaos Space Marines 10 Chaos Cultists Vindicator  <b>POWER 50</b>	<b>BEN</b> <b>SPACE MARINES &amp; TEMPESTUS SCIONS</b> Space Marine Lieutenant 5 Tactical Marines 5 Scouts 5 Assault Terminators Stormtalon Gunship 8 Tempestus Scions Taurox Prime  <b>POWER 49</b>
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## IRON WITHIN, ELDAR WITHOUT

One of the first games to take place – a No Mercy mission – was between Matt and Dan. The Iron Warriors got off to a good start, killing off most of the Dire Avengers, but Matt showed the battle skill of the Eldar by wiping out the Chaos Terminators almost single-handedly with the Crimson Hunter. The Dark Reapers also proved their worth, annihilating a unit of Chaos Space Marines before Dan’s units made it into combat and killed off the Farseer. It was a close game, but Matt just secured a 7-6 victory.



Left: The Dire Avengers take a pounding from the Iron Warriors, but the other Aspect Warrior – the Crimson Hunter – proves to be a tougher foe.  
Below: The Iron Warriors advance up the main road into the shuriken rounds of the waiting Eldar.



## AN EQUAL LACK OF MERCY

Meanwhile, on the table next to Matt and Dan, Ben and Martyn were also playing a game. Both players were using Terminators, so whoever placed theirs first would almost inevitably have their opponent’s arrive behind them. But no, Martyn’s Deathwing arrived and started chewing through Ben’s Tactical Marines and Scouts, while Ben’s Assault Terminators landed, failed their charge and were then set upon by the Aggressors. A short-ranged salvo from all their guns left Ben’s Terminator Squad in tatters and his dreams of victory in ruins. His tempestus Scions acquitted themselves well at the end, but the final score was 5-3 to Martyn.



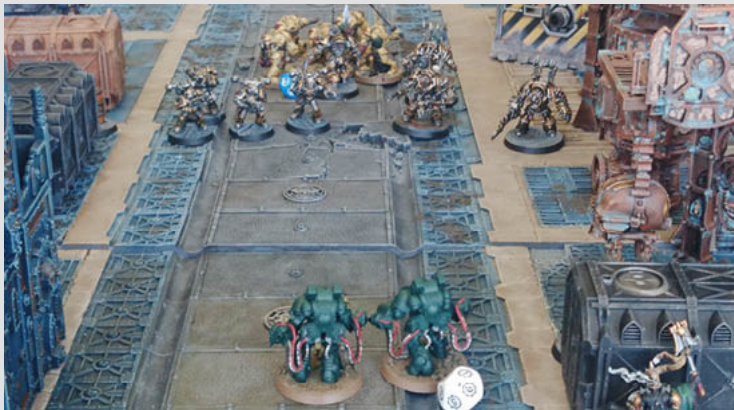
## PLAYING THE LEAGUE

Our league is pretty simple – each player plays four games, one against each other player taking part. Each lunchtime, the Dwarfers that are playing randomly generate a mission from the six Eternal War missions presented in the rulebook. The winner of the game according to the mission’s victory conditions scores three points in the league. The loser gets nothing (as is only fitting). If the game is a draw, both players get one point each. The winner is the player who scores the most points after their four games.



## A SHOW OF AGGRESSION

Having shown off their deadliness in his first game, Martyn’s Aggressors were surely due their comeuppance. When Martyn fought Dan, the Aggressors were at the top of Dan’s kill list and were targeted by his Vindicator right from the start of the game. When it failed to kill them, the Chaos Terminators joined in, but still only one Aggressor fell (and Dan learned a lot about the best order to fire his guns in). Then the Deathwing Terminators arrived and tried to assassinate Dan’s Chaos Lord, after which the Chaos Terminators moved to protect him and the battle devolved into a Terminator-armoured punch-fest. In the end, the Deathwing emerged victorious, Martyn winning 6-1.





# SCOUR THE HUMANS FROM THE FACE OF THIS WORLD

Next, our two designers Matt and Ben took to the battlefield to play the Scouring. Though there were objectives on the table, the two went straight for each other's throats (they have a great working relationship really...) and the so far unkillable Crimson Hunter found itself in a dogfight with Ben's Stormtalon. Meanwhile, on the ground, Ben's Tactical Marines managed to kill off a squad of Guardians but were killed in turn by the Dire Avengers. The Farseer secured the Superior Objective, earning Matt a 7-0 win.



## WAR ON A SMALLER SCALE

We decided to play smaller games in our league for several reasons. Firstly, we're all still getting used to the new rules, so it made sense to start off with just a few units each. Secondly, it enabled us to play the games quickly during our lunch hours rather than having them run on for several days. Lastly, it meant that we could play the games on smaller battlefields – we used 4' by 4' boards – so that we could have two games playing at the same time in our hobby room. Quick, violent gaming fun – perfect!



# FOR THE GREATER GOOD!

Martyn and Jonathan also played the Scouring mission. The Ghostkeel snuck up on Martyn's Predator and proceeded to demolish it piece by piece over a couple of turns. The Deathwing teleported in to tackle the Riptide, but struggled to take down the mighty battlesuit, while the T'au Commander and Interrogator Chaplain fought a furious duel until, eventually, the battlesuit commander emerged victorious (but with a single wound remaining). Victory went to the T'au in the end, Jonathan wining 4-2.



## NOT SO GREATER GOOD...

Jonathan then dived straight into a game with Ben. Once again the Ghostkeel proved to be a monstrous foe, killing Ben's Scouts before they could even shoot back. But Ben had air superiority and his Stormtalon (with help from the Taurox) butchered Jonathan's Fire Warriors. The Riptide killed most of the Terminators, but the surviving member of the squad finished off the Fire Warriors to claim one of the objectives while the Stormtalon contested the one held by the T'au Commander. The game was a 2-2 draw.



## THE STANDINGS SO FAR

After the first few lunchtimes of gaming, here's how things stand so far. Martyn and Matt stand at the top of the table with two victories a-piece, though Martyn has played one more game than Matt. Dan and Ben languish at the bottom of the league table, having failed to win any games as yet.

PLAYER	WINS	LOSSES	DRAWS	POINTS
MATT	2	0	0	6
MARTYN	2	1	0	6
JONATHAN	1	0	1	4
BEN	0	2	1	1
DAN	0	2	0	0

TO BE CONTINUED...

(NEXT MONTH)



## IN THE BUNKER

"I'm working on a Thousands Sons army, so I had to paint Magnus, really," says Matt. "What I didn't realise was that he's got a fully sculpted torso under his armour, which looks really cool – he's even got a plug on his chest where it would link him to his armour. So I decided to paint him without armour on and I gave him the head with the single cyclopean eye, just like the original Epic model (*which Matt has on his desk.* – Ed).

"I built Magnus in quite a few sub-assemblies, keeping all his armour separate so I could paint his skin more easily. I painted him Screamer Pink over a Chaos Black undercoat, highlighted him with Emperor's Children, then glazed him with Bloodletter to make him a bit more red. The rest of him – his details and wings – I painted in the same colours as the rest of my Thousands Sons – Sotek Green and Temple Guard Blue." 🦴

Inset: To make Magnus easier to paint, Matt kept pieces such as the Book of Magnus and the armour plates separate. He attached each piece to a spare paint pot using adhesive putty and painted them to completion before sticking them to Magnus's body with a dab of Super Glue.





# NEXT MONTH

**WHITE DWARF OCTOBER 2017  
EDITION ON SALE FRIDAY 6 OCTOBER**

**THE DEATH GUARD / PAINT SPLATTER / ARMIES ON PARADE  
BATTLE REPORT / A TALE OF FOUR WARLORDS  
30 YEARS OF GOLDEN DEMON AND MUCH, MUCH MORE!**

