

# THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF™

OCTOBER 2017



# INTO THE MIRRORED CITY

WE INTRODUCE WARHAMMER UNDERWORLDS: SHADESPIRE



# USER GUIDE

Hi and welcome to the digital edition of White Dwarf, the ultimate Warhammer magazine. Here is your quick guide on how to make the most out of your digital download.

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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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Tap this icon to reveal product information or page instructions.



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Some images deserve a closer look. When you see this icon double tap the image to see more detail.



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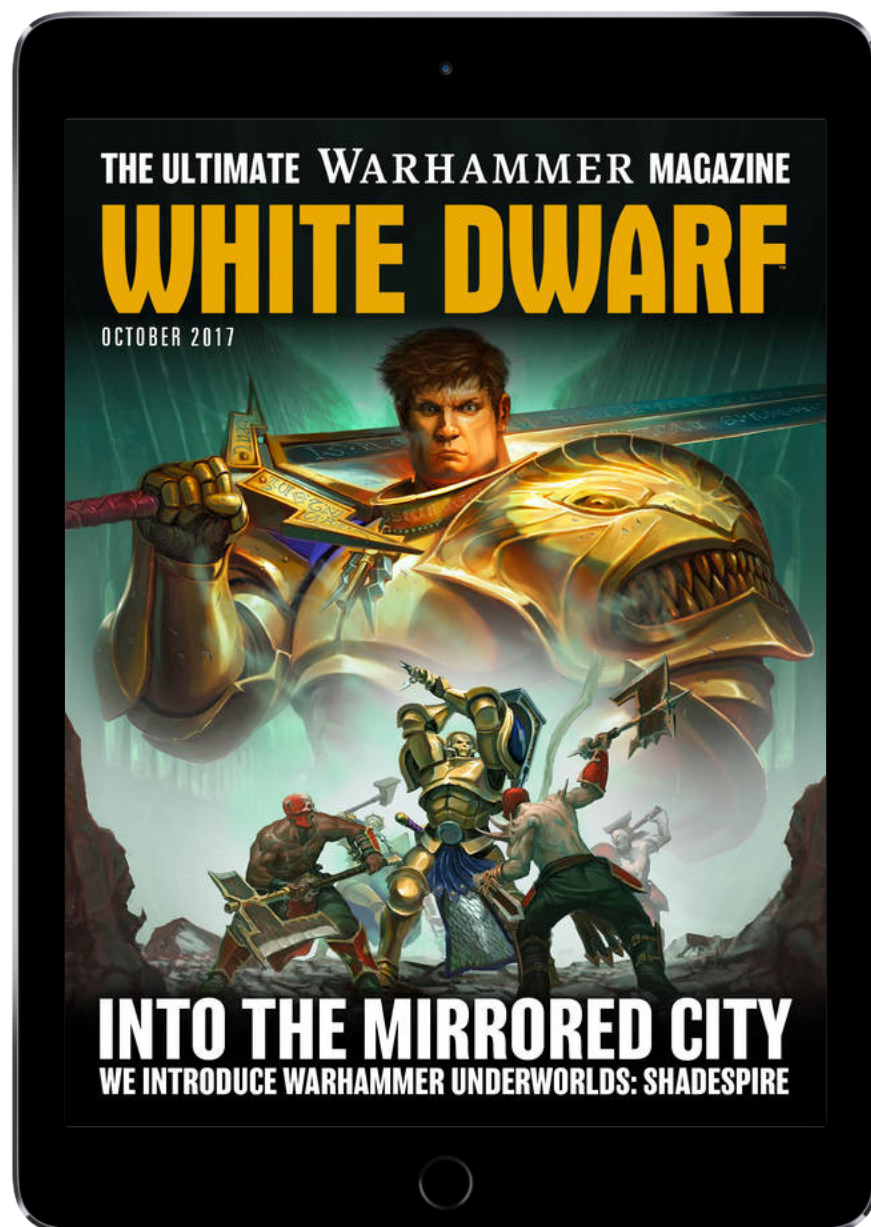
#### **360**

This icon represents a 360 degree image of a miniature.



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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 spent the month cooking up some ideas for new features in White Dwarf...

#### Matt's highlight of the issue:

"A Tale of Four Warlords. The fun the four of them had playing the game was obvious and the battle report ([here](#)) really manages to capture that."



## MICHAEL HAUGEN WIESKE

### Production Editor

Allegations this month that somebody dropped a chocolate biscuit on the gaming table have nothing to do with Michael.

#### Michael's highlight of the issue:

"Shadespire. Any game where I can complete an army by painting three models is ideal for me!" says 'Swiftly' as he's known in the office.



## MELISSA HOLLAND

### Digital Editor

Mel spends her months wrangling the interwebs into a handy portable format. Or something like that.

#### Mel's highlight of the issue:

"Total War. I love Lizardmen. And I love digital, obviously." Mel also proved to be a bit of a shark when we played the original Total War: Warhammer last November.



## MATTHEW HUTSON

### Lead Designer

Matt has spent a lot of time drawing arrows this month – check them out in the Battle Report ([here](#)) and our feature on the new Shadespire game ([here](#)).

#### Matt's highlight of the issue:

"My day off last Friday. Or Shaun falling off a bus. Okay, okay, playing Dan in the Battle Report, then."



## BEN HUMBER

### Designer

Amongst the articles on Ben's plate this month was Battleground, using all his design nous to show off a stunning (and rather large) display board. See it [here](#).

#### Ben's highlight of the issue:

"I really like Maxime's grot army ([here](#)). It's really unique, from the conversions to the paint jobs."



## SHAUN PRITCHARD

### Reprographics Operative

Shaun battled on through injuries suffered getting off a bus this month. An uncharitable few have since named him 'Double Decker'.

#### Shaun's highlight of the issue:

"Shadespire. I got annihilated in my first game – that wasn't the highlight – but it's really fast-paced and quick to learn."



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



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## DAN HARDEN

### Staff Writer

Dan's heroic shepherding of A Tale of Four Warlords over the last six months all paid off this month with the huge game on [here](#).

#### Dan's highlight of the issue:

"I really enjoyed speaking to lots of past and present winners for this month's Golden Demon ([here](#)). And it's a special one, too..."



## STUART EDNEY

### Staff Writer

Stu ventured into the artists' lair in preparation for this month's Illuminations ([here](#)). He seems unscathed.

#### Stu's highlight of the issue:

"I'm quite taken with Designers' Notes. It's nice to get an idea of what was going on in the designers' mind – and getting to see the concept art."



## MARTYN LYON

### Photographer

Martyn was glad to get back into the studio after braving the crowds at Warhammer Fest this month. Like many of his brethren, he's happiest in a dark room.

#### Martyn's highlight of the issue:

"Starting to get my head around Shadespire and all the possibilities of deck-building."



## JONATHAN STAPLETON

### Photographer

Fresh back (like Martyn) from photographing Golden Demon at Warhammer Fest, Jonathan tackled Planet Warhammer, A Tale of Four Warlords and more this issue.

#### Jonathan's highlight of the issue:

"Finishing my Tau Stormsurge and photographing it for the back page of the magazine!"



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Editor: Matt Keefe

Publisher: Robert Dekker

Produced by Games Workshop in Nottingham

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

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Death Guard, Shadespire, campaigns in Warhammer Age of Sigmar, new videogames and much, much more!

## CONTACT

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

## TOTAL WAR: WARHAMMER II

The sequel to the best-selling Total War: Warhammer game is here and we speak to two members of the team behind it.

## WHISPERS IN SHADOW

We show you in detail how the new Warhammer Underworlds: Shadespire game works as Stu and Jonathan try it out.

## THE SONS OF MORTARION

The Death Guard come to life this month with a brand-new range of plague-infested monstrosities. We talk to Maxime Pastourel, one of the designers behind the range.

## 30 YEARS OF GOLDEN DEMON

Would you believe that the world's premier Citadel miniatures painting competition has been running for three decades now? We look back.

## GOLDEN DEMON: CLASSIC 2017

We present the Slayer Sword winner from this year's Golden Demon: Classic at Warhammer Fest.

## A TALE OF FOUR WARLORDS

Six months, four amazing armies, three (or maybe two...) sides in one massive showdown. See how the mammoth effort ends.

## DEATH IN THE WYLDWOODS

This month's Battle Report takes us into the Realm of Life, as Matt Hutson's Sylvaneth take on Dan Harden's Skaven.

## THE GRETCHIN REVOLUTION

Not content with designing the Death Guard, Maxime Pastourel shows us his slightly bonkers Gretchin Revolution.

## THE FORCES OF ORDER

We look at depictions of the finest heroes and warriors from amongst the aelfs, duardin, Stormcasts and more.

High Elves, Dark Elves, Lizardmen and Skaven come to Total War: Warhammer.



Shadespire brings doomed heroes, a haunted city and deck-building to the fore.



Bow down before this year's Golden Demon Slayer Sword winner!





## BLANCHITSU

We near the end of the epic Pilgrim project with three more warbands from the conspirators.

## BATTLEGROUND

Only a fool or a Kharadron would try doing business with a Necromancer... See the amazing new Warhammer World display, the Clash at Marrowbreak Spire.

## CREATE YOUR OWN CHAPTER

From amongst the hundreds guarding the Imperium, we look at how to come up with one of your own, with help from the 'Eavy Metal team and others.

## PAINT SPLATTER

Typhus and a Plague Marine Champion of the Death Guard and three Astra Militarum regiments for you this month.

## TEMPORAL DISTORT

We pull the lever and head back to 1994... Bunkers were big.

## READERS' MODELS

Sent us a picture? See it if made the cut...

## IN THE BUNKER

A look at what we've been up to in the bunker this month.

## EPIC GAMING

We've not one but three(!) game reports this month across Shadespire, Warhammer 40,000 and Warhammer Age of Sigmar.

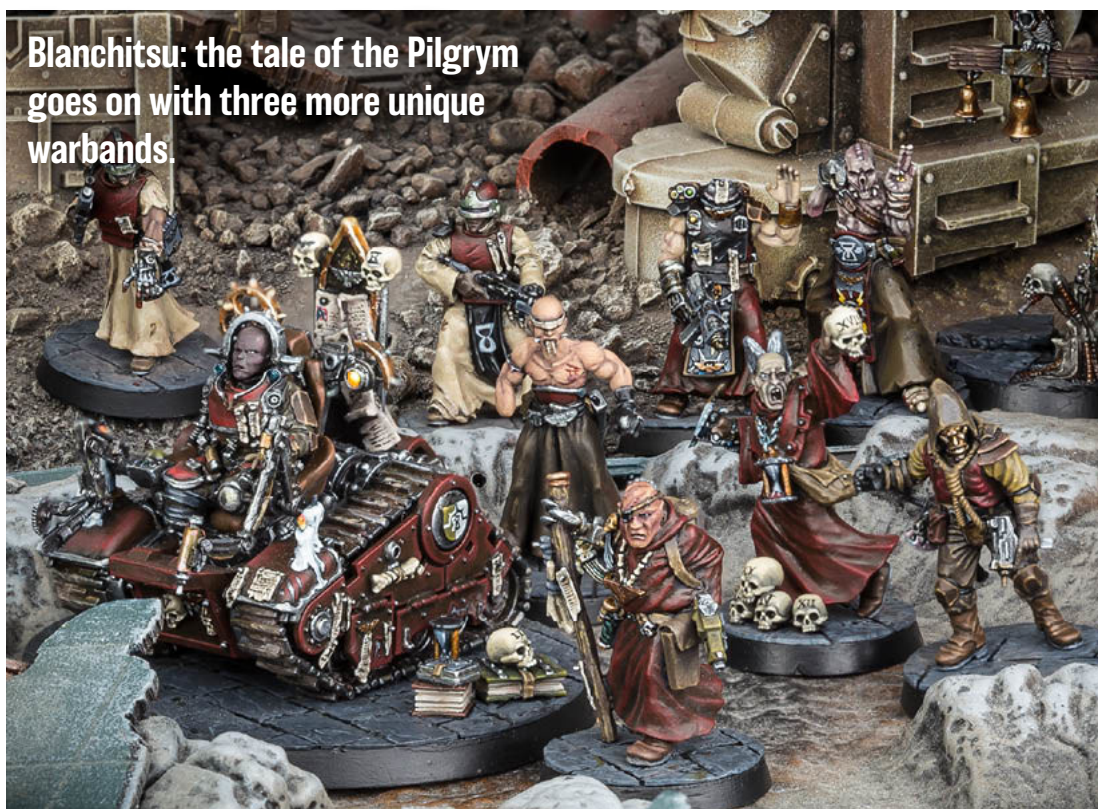
WHISPERS IN SHADOW

A TALE OF FOUR WARLORDS

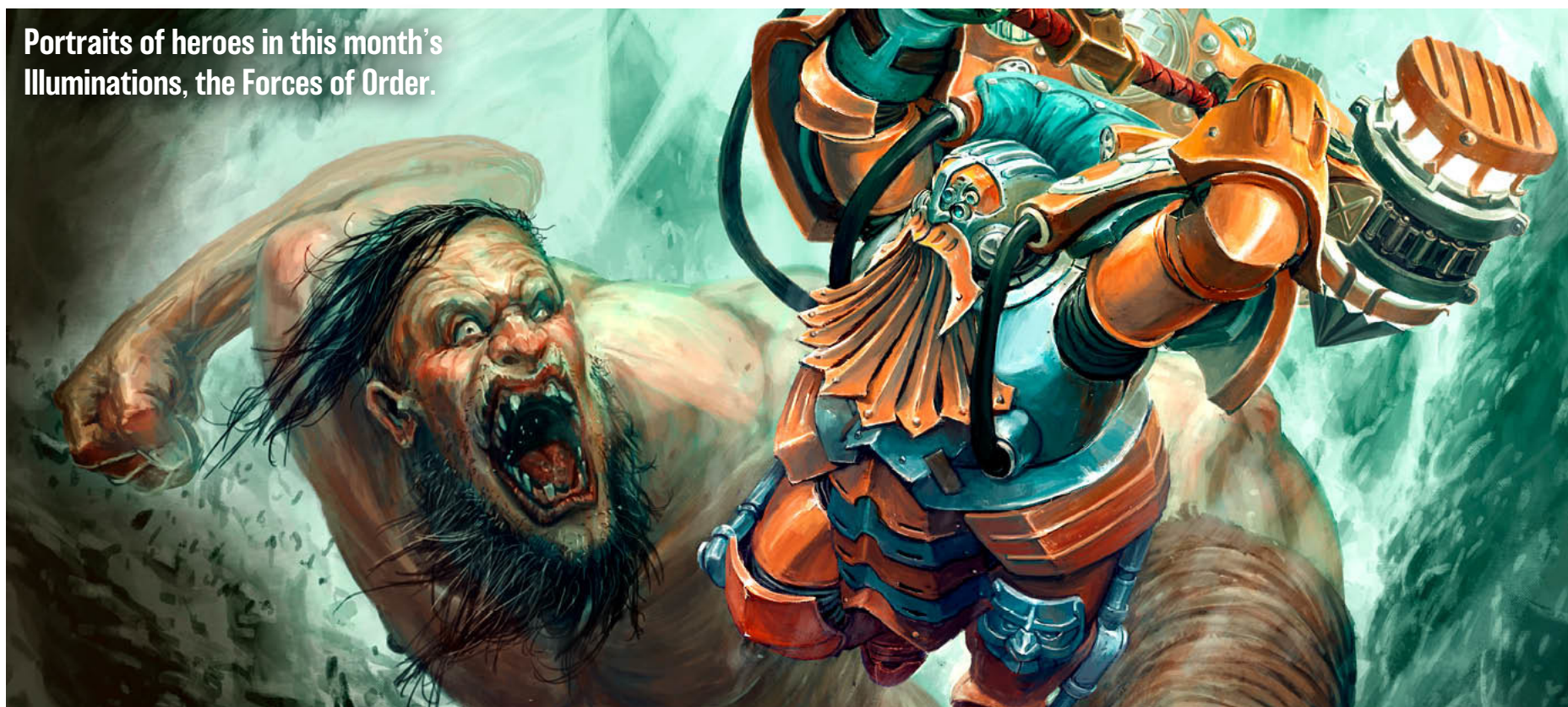
DEATH IN THE WYLDWOODS



Blanchitsu: the tale of the Pilgrim goes on with three more unique warbands.



Portraits of heroes in this month's Illuminations, the Forces of Order.





# WHITE DWARF™

OCTOBER 2017

## SHADESPIRE AND DEATH GUARD

**T**here's not one but two big releases to tell you about this issue – the new Death Guard for Warhammer 40,000 and the brand-new Warhammer Underworlds: Shadespire game.

You'll have gotten a first proper look at the Death Guard with the Dark Imperium boxed set earlier this year, and now a complete army is here accompanied by a codex – the first dedicated to a Traitor Legion. We know how eagerly awaited this release is, so we've got the complete low-down for you in Planet Warhammer, starting [here](#), and in our Designers' Notes feature on page, where Maxime Pastourel talks about bringing together almost 30 years of Death Guard imagery and adding even more to it.

Warhammer Underworlds: Shadespire, on the other hand, is something completely new. It's set in the Mortal Realms we know but almost everything else about it is a real departure. Cards drive the game and offer you the opportunity to build your own killer deck and outsmart your foes.

See the new game [here](#) and then see our playthrough over [here](#). Enjoy!

*Matt K*



**GAMES WORKSHOP**

### 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...

**WARHAMMER**  
40,000

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.

**WARHAMMER**  
AGE OF SIGMAR

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 and the Forces of Order prevail? Or will a new Age of Chaos soon ensue?





# PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

## TRAPPED IN THE DEPTHS OF THE MIRRORED CITY



Only the bravest warriors have a chance  
of escaping the cursed city of Shadespire!





Tap the images for more information!

## WARHAMMER UNDERWORLDS: SHADESPIRE

This month sees the arrival of not only a brand-new game, but a brand-new type of game – Warhammer Underworlds: Shadespire, which pits warbands against one another in the eldritch ruins of the Mirrored City. A new type of game? Well, it's quite unlike anything else Games Workshop has ever made – a tactical arena combat game that blends tabletop strategy with deck-building elements. It's a fast-paced game with huge scope for tactical

depth as you pit your warband against your foes in the ruins of Shadespire. Getting your first game going is easy – it's a great choice for pick-up games with new foes – but it takes experience to truly master your warband's strengths and play your hand of objectives and ploys to best effect. Turn the page to get a look at what's in the Core Set – including two sets of brilliant new Citadel miniatures.

**CLICK [HERE](#) FOR AN IN-DEPTH LOOK AT SHADESPIRE – INCLUDING A COMPLETE PLAY-THROUGH OF THE GAME!**



## ROT AND RUIN

Now is the time of decay and destruction, as the Death Guard step forth from the smog-shrouded shadows. If you loved the plague-riddled fiends in the Dark Imperium boxed set, First Strike and Know No Fear, you're going to be in for a treat – we show off new Plague Marines with a plethora of options and a whole host of gross new units and characters to lead them, like Blightlord Terminators and the Biologus Putrifier.





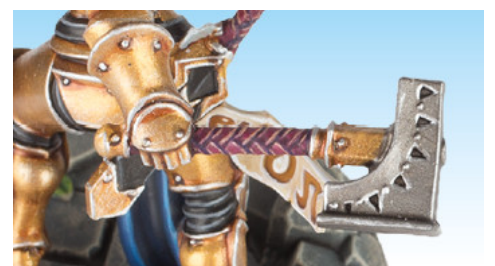
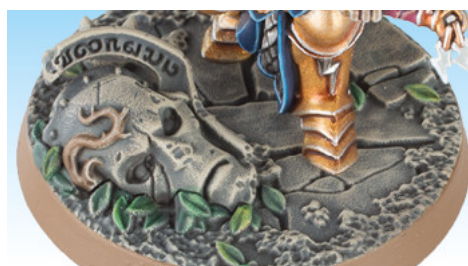
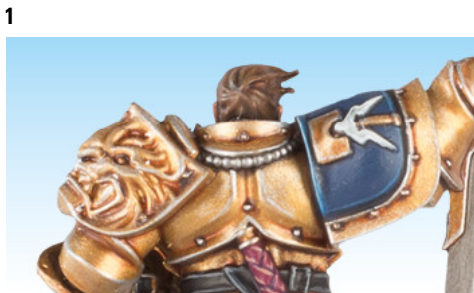
# PLANET WARHAMMER



The warbands in the Core Set are made up of named characters, each with their own abilities. Inside you'll find the Stormcast Eternals of Steelheart's Champions (1), consisting of (left to right) Obryn the Bold, Severin Steelheart himself and Angharad Brightshield.

Each model is positively festooned in exquisite detail such as Steelheart's Prime shoulder pad (2), each model's bespoke base (3) and ornate Sigmarite weapons (4).

Garrek's Reavers (5) consist of (left to right) Targor, Karsus the Chained, Garrek Gorebeard, Blooded Saek and Arnulf. As you'd expect from the barbaric Bloodreavers, they carry grisly trophies (6), well-used axes (7 and 8) and have scarred forms riven with mutations (9 to 11).



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## WHAT'S OUT THIS MONTH FOR WARHAMMER UNDERWORLDS: SHADESPIRE

Shadespire was once a rich and prosperous merchant-city in the Realm of Death – but its wizard-inventor rulers, the Katophranes, enraged the Great Necromancer Nagash by discovering a method of cheating death. Trapped between the Realms of Light and Shadow, Shadespire has become a lure for treasure hunters and adventurers alike, who have in turn become trapped inside its deathless confines, locked in an unceasing cycle of battle as they try to find a way out.

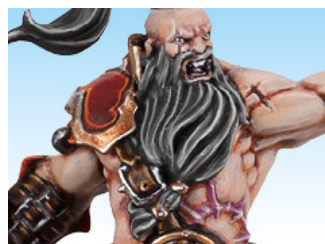
Warhammer Underworlds: Shadespire is a brand-new tactical arena combat game that contains everything you need to play. You get two warbands – the Stormcast Eternals Liberators led by Severin Steelheart and the Khorne Bloodbound Bloodreavers led by Garrek Gorebeard – card decks for each, two double-sided game boards, objective tokens, counters and dice.

Both warbands are made of push-fit

miniatures – no glue required – so you get playing in minutes. There's also a deck of extra cards for customising your warband's decks. It's these extra ploys, upgrades and objectives that allow you to build decks that suit your own particular style of play – by constructing your own deck, you can change your warband's tactics, favoured ploys and chosen objectives completely between games.

This month also sees the release of two sets of card sleeves for Shadespire – one set for each of the factions to store your cards in and protect them from all the hazards of shuffling and playing. They even have cool art on them!

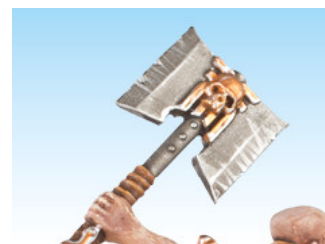
There are plenty more warbands to come in future – each expansion box will add a new faction of heroes with a set of bespoke new cards, as well as new cards that can be used by all the warbands.



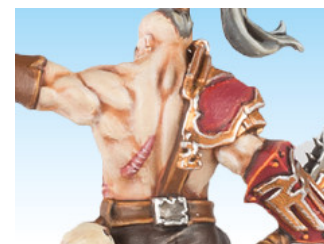
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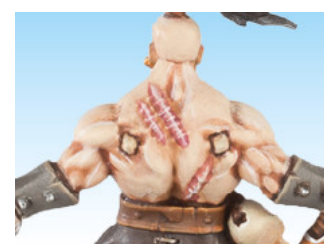
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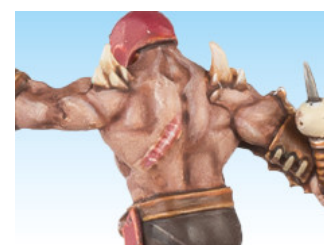
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## THE SCIONS OF MORTARION

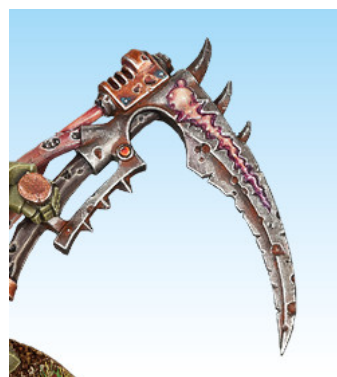
Last month saw the release of Codex: Death Guard and the Daemon Primarch Mortarion. Now, the Death Lord's Legion march to prosecute the Long War, as this month we have the full Death Guard range to show off in gloriously grisly detail.



### DEATH GUARD DEATHSHROUD BODYGUARD

The Deathshroud are an ancient and influential body in the Death Guard – they were originally formed as Mortarion's bodyguard, the hand-picked survivors of the most savage assaults. Through the Horus Heresy, the corruption visited upon the Legion by Nurgle and the Long War, the role of the Deathshroud has not changed – but in more recent times, Mortarion has taken to sending his Deathshroud to accompany the champions of the Death Guard. In part, this is a sign of the Mortarion's favour – few are the bodyguards more skilled and devoted than the Deathshroud – but these silent and foreboding warriors are also empowered to enact their Primarch's judgement when they see failure, for Mortarion brooks no weakness in his sons.

Armed with huge manreaper scythes and vile plaguespurt gauntlets, the Deathshroud can be found at the side of Lords of Contagion and Plague Surgeons alike as deadly protectors – for all their Terminator armoured bulk and rancid mutations, they can easily intercept the flashing blades of would-be assassins, before rendering such foes into puddles of tainted slop.



1



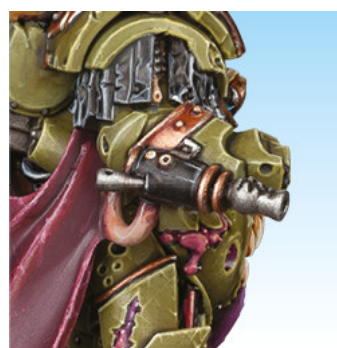
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The signature weapon of the Deathshroud, the manreapers (1) are echoes of their master's own enormous scythe, the dreaded Silence. Coupled with their face-concealing hoods (2) and bony back vents spewing rot-flies and tainted smog (3), the Deathshroud truly look the sons of Mortarion they are.

Like other Death Guard, the Deathshroud accrue all manner of grisly trophies (4).

The plaguespurt gauntlets (5) wielded by the Deathshroud are vile tools, descendants of the Deathshroud's original chem-flamers. There's also an optional set of leper bells (6) for the Champion.



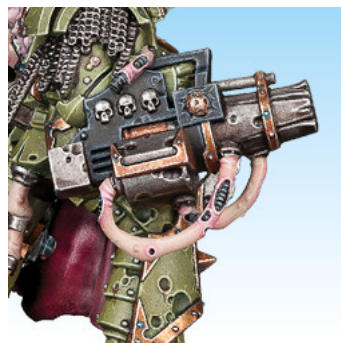




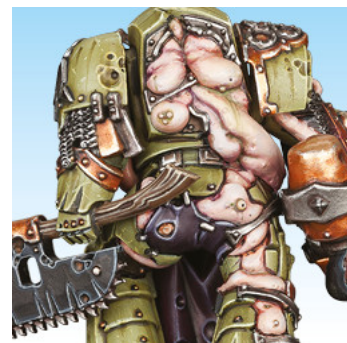
## DEATH GUARD BLIGHTLORD TERMINATORS

While all members of the Death Guard are notoriously hard to kill, the Blightlord Terminators take this to horrifying extremes. Shot through with Nurgle's rotten blessings, all of them are injured to all but the most debilitating injuries, making them the perfect shock troops.

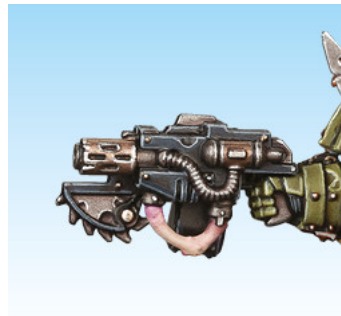
Clad in a patchwork of twisted and abused Cataphractii Terminator armour, each Blightlord Terminator wields ancient reaper autocannons, rot-stained baleswords and even the rancid plague spewers, weapons crafted by the Death Guard's own twisted forge-wrights.



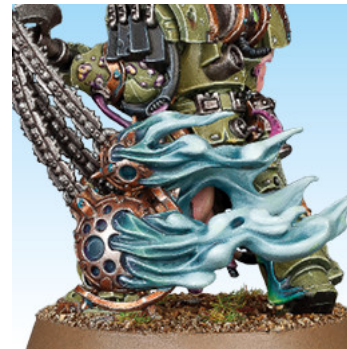
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The Blightlords kit isn't short of weapon options – inside is the likes of blight launchers (1), bubotic axes (2), combi-bolters (3) and flails of corruption (4). The kit is a veritable armoury of grisly gear.







# PLANET WARHAMMER



## DEATH GUARD PLAGUE MARINES

Plague Marines are nightmarish corruptions of the Space Marines they once were, and the rotten core of the Death Guard Legion. Their forms swollen and bloated with disease and mutation, these power-armoured fiends are bereft of all nobility – but not their iron-hard discipline. Such is their physical degradation, Plague Marines are proof against all but the most lethal of injuries – blades and bullets pierce their ruined forms with little effect. Their wargear is a mishmash of field repairs and hell-forged inventions, such as blight launchers, rusted bolt guns and blight grenades – each capable of reducing foes to flyblown ruins.



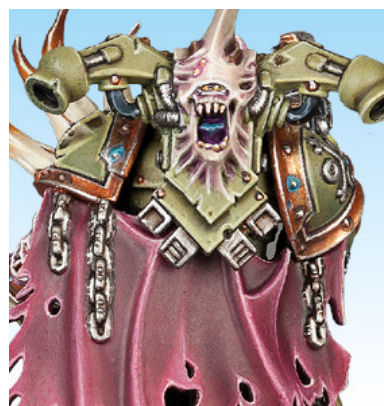
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The set is absolutely loaded with grisly parts for each individual Plague Marine – such as maces of contagion (1), ancient marks of classic weapons (2), and leering daemonic visages (3 and 4).

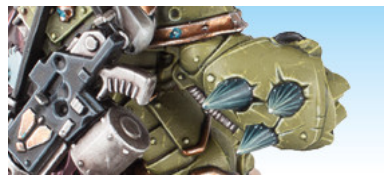




## DEATH GUARD PLAGUE MARINE CHAMPION

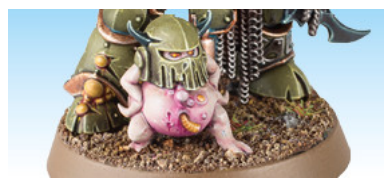
Only the most ruthless and ambitious can hope to rise to power in the Traitor Legions – even in the relatively well-disciplined Death Guard, to be a Plague Marine Champion and command his fellows is a task that falls to those with the ability to lead – not those who may have borne titles and rank in the forgotten days of the Great Crusade, before Nurgle blessed the Legion.

This particular Champion is armed with a power fist and plaguesword – the better to deal with any foe brave (or crazed) enough to face the Death Guard in close quarters. He also has a pair of Nurgling companions, indicating a degree of favour in the eyes of Nurgle – or perhaps the diminutive Daemons just like his smell...



1

The corrupted power fist (1) is a modern-day take on a classic design which harks back to a Chaos Space Marine Champion from the early 1990s, heavily Nurglified.



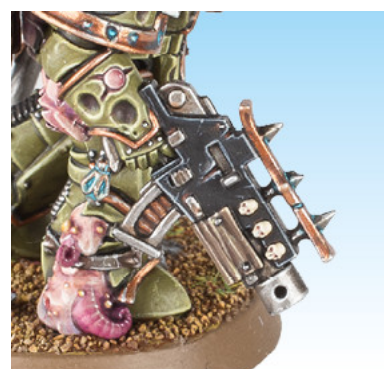
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This cheeky Nurgling (2) is a separate part, so can be placed anywhere on the model's base or on that of another Death Guard leader.

## DEATH GUARD PLAGUE MARINE ICON BEARER

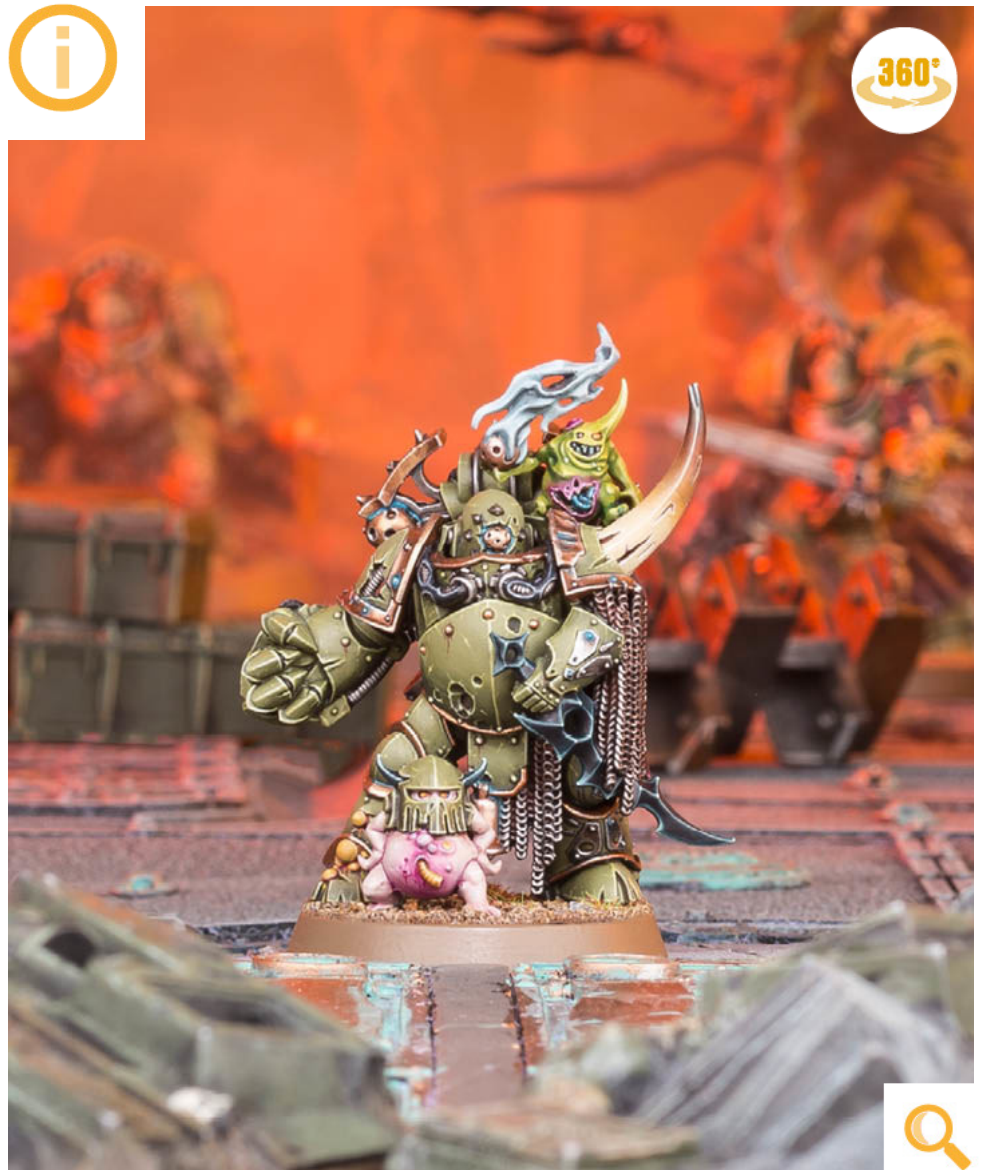
In the days of the Great Crusade and the Horus Heresy, the role of vexilla was an honourable position for Space Marine Legionaries – the Plague Marine Icon Bearers of the Death Guard, however, are grotesque parodies of such individuals, each carrying aloft a twisted, tainted banner pole that fills foes with creeping dread and soul-rotting despair.

Each Plague Marine squad can have one of its number carry an Icon of Despair – these ghoulish totems do not so much inspire their comrades (although some may find such relics grimly amusing), but rather have a supernatural effect on the Death Guard's foes, sapping the resolve from even the most stout-hearted of warriors.



1

Like many of the Death Guard, the Icon Bearer carries a battered and ancient mark of bolter (1) – even the handgrip has been replaced with rotten wood, and a crude grip rail has been added above the barrel. How many of these 'modifications' are purely decorative is known only by the weapon's wielder.







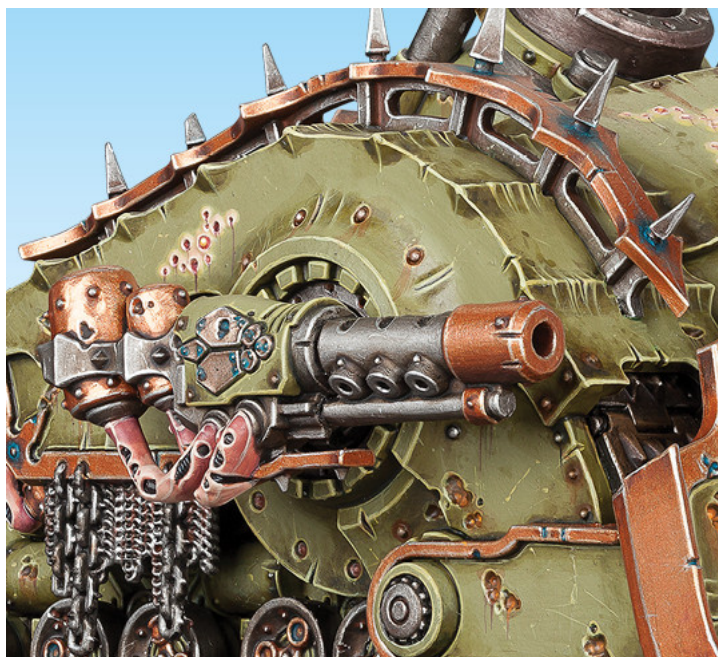
## DEATH GUARD PLAGUEBURST CRAWLER

Crafted to Mortarion's own specifications, the Plagueburst Crawler is a Daemon engine of vile purpose – a self-propelled artillery piece so horrific and deadly even the Daemons of Nurgle view these constructs with caution.

At first glance, the Plagueburst Crawler appears much like any other armoured vehicle, albeit of no type known to the Adeptus Mechanicus. But a closer look dispels such notions – its hull is pitted with sores that bleed foulness, and it rumbles with a belligerent sentience that is unmatched by any sane machine-spirit. Its plagueburst mortar is a lethal combination of bunker buster and viral weapon – what isn't annihilated by the blast is reduced to agonised slurry by the virulent poxes within, turning even the most secure redoubt into a festering charnel house. Even its status as a Daemon engine can be seen as an example of Mortarion's contempt for life – living crews, even of loyal Death Guard, can make mistakes or plot against their masters, while the Daemons interred in the Plagueburst Crawlers are indefatigable and forced into obedience through the nightmarish rites required to bind the children of Nurgle to a body of steel.



1



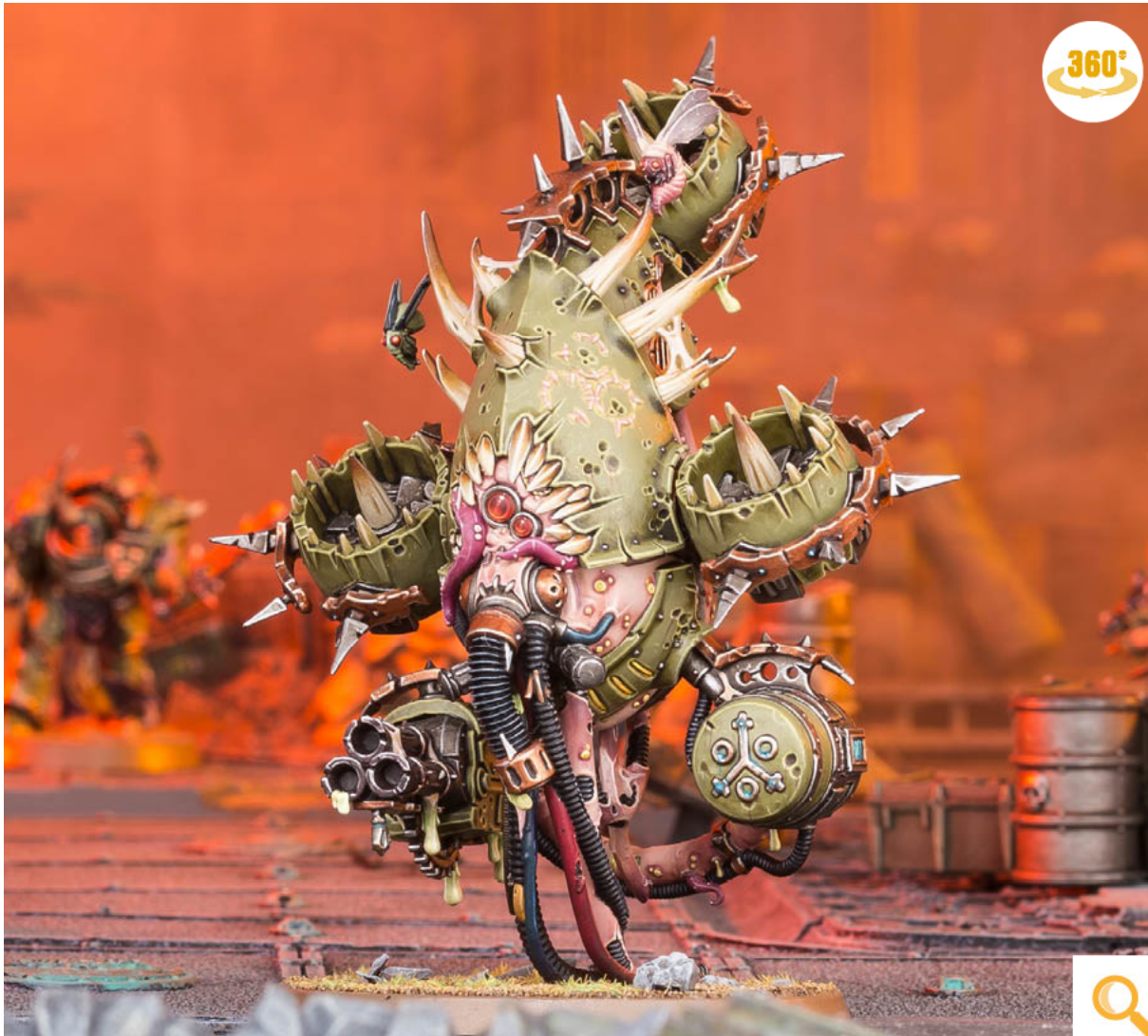
2

The Plagueburst Crawler's main weapon is its plagueburst mortar – which, while devastating, is not too much use against foes beneath its fire arc. So the Plagueburst Crawler comes with a selection of guns to protect itself in close quarters, such as the hull-mounted heavy slugger (1) or rothail volley gun.

There's also a choice of sponson weapons – either a pair of entropy cannons (2), perfect for dealing with enemy tanks, large monsters and bothersome enemy commanders or a pair of plaguespitters. While very short-ranged, these vile muck-spreaders can make very short work of sappers and saboteurs hunting your tanks.







## FIVE THINGS WE LOVE IN... OCTOBER

**5** All good things must come to an end, and this month we must bid adieu to *A Tale of Four Warlords*. But dry your eyes, for it's going out with a bang – a mighty three-way clash between the forces of the Aeldari, Chaos and the Imperium, which you can read all about [here](#).

**4** Maxime Pastourel's magnificent Grot army! Not just a top-notch miniatures designer, Maxime is a tremendously talented painter, too, with a flair for kitbashes. Click [here](#) to see an array of creative conversions (we're especially enamoured with his piratical Gorkanaut), some amazing brushwork and a truly eye-catching colour scheme.

## DEATH GUARD FOETID BLOAT-DRONE

Spiteful and malignant, the Foetid Bloat-drones of the Death Guard are another fearsome breed of Daemon engine. While few Daemons enjoy being bound to a physical body of iron and steel, many of Nurgle's brood at least revel in the chance to cause destruction – this is not the case for those bound to Foetid Bloat-drones. Possessed of a dreadful surliness, these daemoniac constructs hover sonorously over battlefields at the vanguard of Death Guard attacks, eager to take out their frustrations on anything foolish enough to enter their reach – such foes (and the occasional ally, if the Foetid Bloat-drone is feeling particularly wilful) are rendered into screaming slime by its weapons and slurped up by the mass of tubes, cables and proboscises that trail beneath the rotten bulk of the Daemon engine. The crazed heretek who craft such things equip Foetid Bloat-drones with a variety of ghastly weapons – plague spitters, capable of reducing enemy infantry to toxic filth, or heavy blight launchers, to crack open armoured targets and feast on the now-rotten meat within. Those Foetid Bloat-drones who cannot be trusted with ranged weapons bear the gruesome fleshmowers.



The Foetid Bloat-drone set includes a panoply of parts for customisation – there's a trio of faceplates, each representing a different part of the Death Guard's corruption. The first (1) is heavily armoured for close-quarter combat with spines of iron. This Bloat-drone also has a lethal plague probe proboscis, like some vile mechanical crustacean.



The second appears more insectile (2) and is riddled with corruption and a mass of plague chimneys (like those on Mortarion or Typhus) – it also has a fly-like trailing snout of plastek and brass. The third (seen at the top of the page) is the most daemoniac of the three.





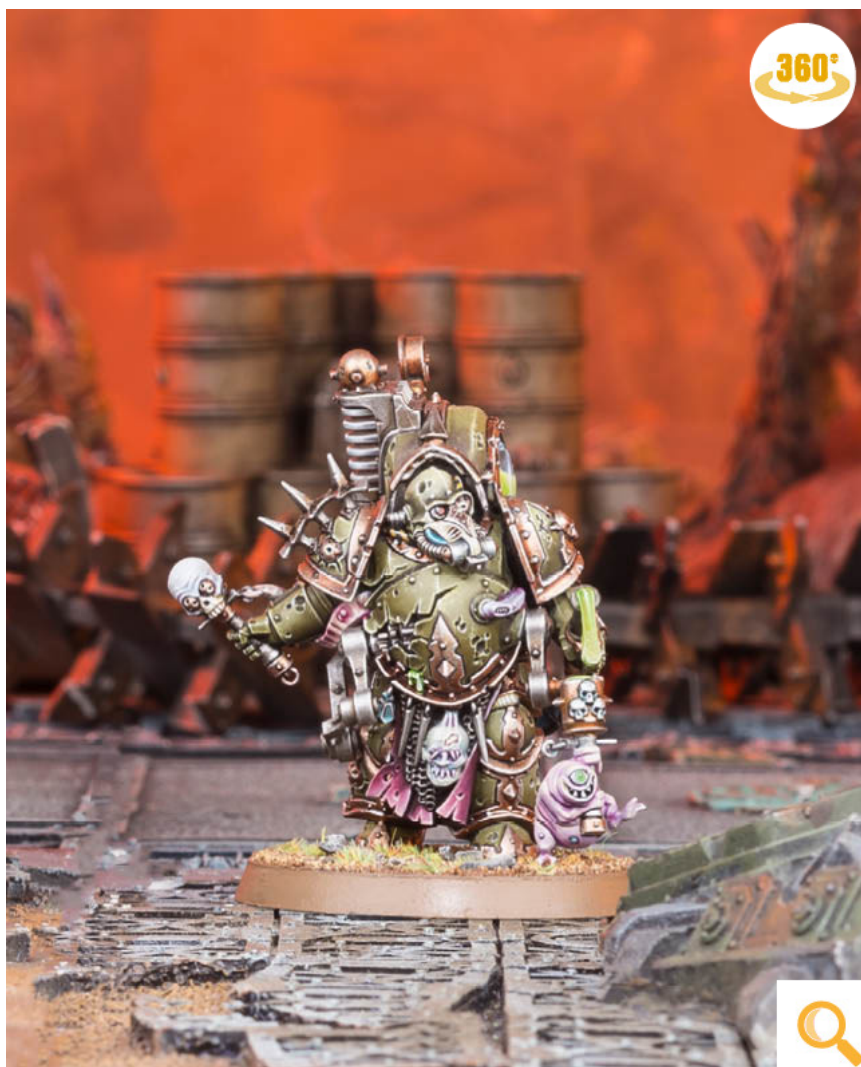


# PLANET WARHAMMER

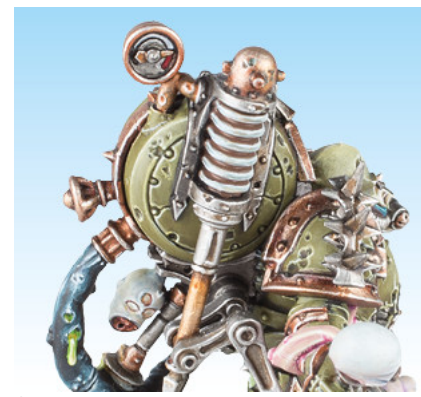
## DEATH GUARD FOUL BLIGHTSPAWN

A grim-hearted breed, the Foul Blightspawn are alchemists of ruin, considered vile even by their fellow Plague Marines – such is their manifest foulness.

Each Foul Blightspawn began as a Plague Marine, typically one that took the great pleasure in his victims' suffering. Such vileness is oft rewarded with truly sickening mutations and a growing obsession with the plague-lore of Nurgle, which eventually draws the increasingly foul Plague Marine to the depths of the Plague Planet's disease factories. It is there that he becomes a Foul Blightspawn and receives the hellish cauldron known as an incubatum. This tank of experimental fluids is a Foul Blightspawn's deadliest weapon – linked to a plague sprayer, he can douse foes in the lethal brews he has created. The fortunate will perish quickly – although in moments of agony, armour turned to ferric sludge and flesh melting like wax. The most skilled of Foul Blightspawn can render a Land Raider to rusted scrap before reducing its cargo of Space Marines to tortured organic ruins.



1



2

The most striking feature of the Foul Blightspawn has to be his incubatum with its glass view port (1) – the heaving tank on his back, studded with arcane valves and tubes.

The incubatum itself is operated by the malignant churn sutured deep into the Foul Blightspawn's swollen guts (2) and cranked by hand, using the handle sticking out of the Foul Blightspawn's belly.

The sheer amount of modelled detail on the Foul Blightspawn makes him a character model a painter can really go to town on, if they so desire. Not only is there the greasy, rotten flesh, pitted iron, dirty bronze and filthy armour you'd expect from the Death Guard, but there's also cracked glass panels, bubbling liquids and stretched and torn leather (at least, that's what we hope it is), a Nurgling and many other bits as well.



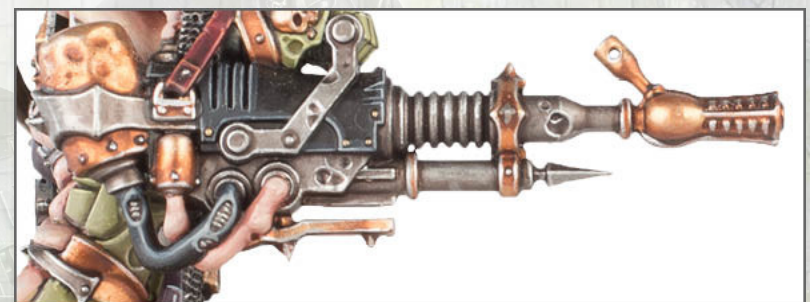
## THE ARSENAL OF THE PLAGUE PLANET

### THE DASTARDLY AND DOWNRIGHT DISGUSTING WEAPONS OF THE DEATH GUARD

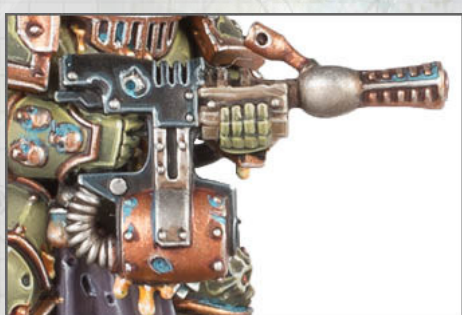
The new Death Guard range brings with it such a wide variety of gross and deadly new weapons that we thought a quick rundown might be in order to help you tell your spewers from your belchers. Just don't look down the barrels...



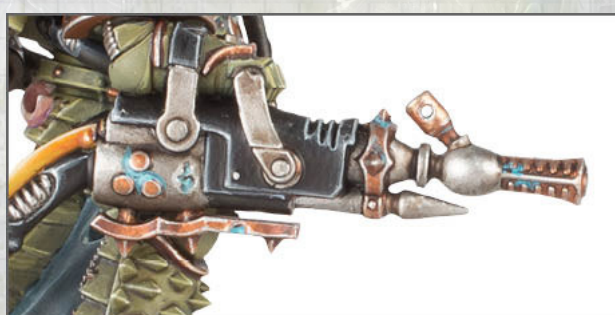
Blight launcher



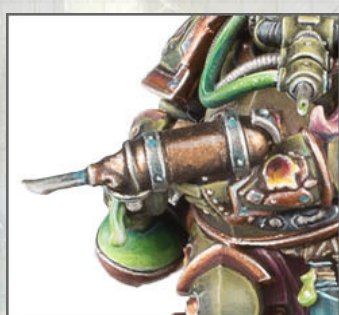
Blightlord plague spewer



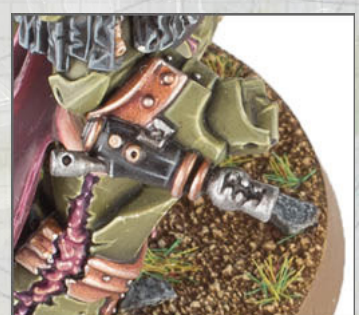
Plague belcher



Plague Marine plague spewer



Injector pistol



Plaguespurt gauntlet



## NAUSEOUS ROTBONE THE PLAGUE SURGEON

Unlike many of their brother Legions, the Death Guard still maintain a degree of structure. As one example of this, they run an active apothecarion, albeit hideously twisted.

As Plague Marines have little need for battlefield medicine, Plague Surgeons like Nauseous Rotbone instead focus on the diseases that course through the bodies of their battle-brothers. Their rust-furred tools, once dedicated to healing, now nurture the most potent of viruses and plagues. But these ghoulish souls would never inflict on their fellows what they would not endure themselves – each is a hive of disease and decay, their every breath filling the air with warp-born poisons.

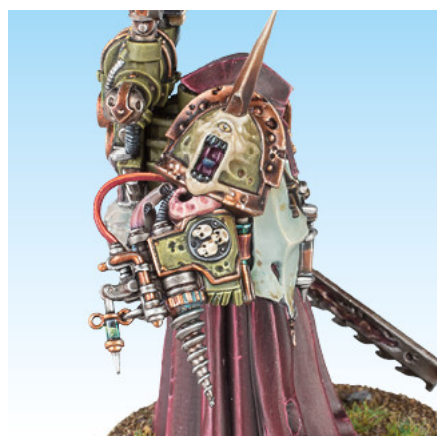
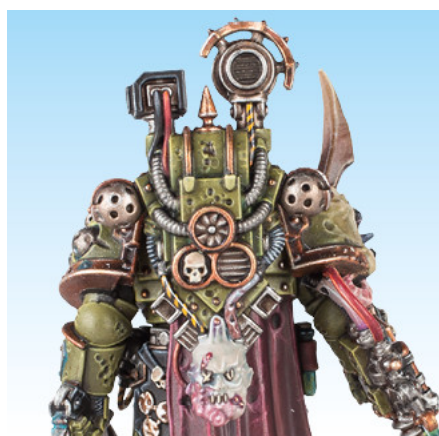
The Plague Surgeons have another grim task, one closer to their original role. As their Primarch ever demands fresh recruits, Plague Surgeons harvest gene-seed from the fallen – whether the source is their fellow Death Guard, other Traitor Legionaries or even Adeptus Astartes...



Nauseous Rotbone is a gaunt, looming figure – giving him a decidedly sinister aspect unlike the visceral horror of his fellow Plague Marines.

His backpack is a mass of detail (1) – there are elements of Mk III 'Iron' armour in there, although the vents have been replaced with plague-censors and a tri-lobed pattern of exhausts has been crudely added. Finally, there's the bloated, head hanging from it – a combination of trophy and experiment, linked to the Plague Surgeon with fleshmetal cables.

The tainted narthecium (2) is a prime example of a Plague Surgeon's horrific capabilities – we think there's something utterly grim about blunt and filthy surgical tools. Though it was designed as an instrument of healing (or a device of last resort), Nauseous Rotbone uses the narthecium either to breed disease, or to steal gene-seed from dead and dying Space Marines.



### WEAPON OF THE MONTH

With all the new weapons available to the Death Guard this month, the one that sticks out most for the White Dwarf team has to be the fleshmower, mounted on the Foetid Bloat-drone. It's a hideously practical device – well, practical, at least, if your aim is to marry victory in battle and the slaughter of your enemies to the spread of rot and disease. Part meat grinder, part infernal lawnmower, reducing even the hardest of infantry into mulch for Grandfather Nurgle's putrescent garden.



### FIVE THINGS WE LOVE IN... OCTOBER

**3** Total War! Our man Dan was able to chat with Al Bickham and Andy Hall of Creative Assembly about the arrival of Total War: Warhammer 2, and got a glance at what's to come – just how the factions work and what's changed. Elven diplomacy in particular looks to be an interesting prospect – but can that really compare to being able to field wild animals like feral Bastiladons or Cold Ones?



## DEATH GUARD BIOLOGUS PUTRIFIER

Part alchemists, part biologists and part craftsmen, the Biologus Putrifiers are plague-artisans whose role is to refine weaponised plagues to the peak of potency. They often work hand in hand with the Foul Blightspawn, their respective sub-sects lording over the nightmarish disease factories of the Plague Planet.

The Biologus Putrifiers are generous with their creations – often urging brothers to pluck the latest explosive concoctions from their wing-like backpacks and observing the effect of each experimental blight grenade as it is used. They will then extract the results from victims with injector pistols for later study or spray the virulent matter on any foe foolish enough to engage the Biologus Putrifier in combat.

Most foes understand that it's wisest to pick off a Biologus Putrifier first – but even in death, such warriors are threats. As they crash down, their 'wings' of plague-globes shatter, spreading their deadly works across the battlefield.



When viewed alongside the mechanical proboscis poking out from the Biologus Putrifier's helm, the racks of 'wings' (1) on his back make him look bit like a daemonic man-fly. The jangling supports are filled with alembics, flasks, sealed skulls as well as prototype blight grenades – some as experiments to test, others filled with recovered samples for gruesome study.

The Biologus Putrifier's armour is riven with gaping wounds and pockmarks (2), which may be where the more corrosive substances the Biologus Putrifier has created have eaten into his power armour – but they could just as easily be rotten, open sores in the very ceramite itself. Through accident or divine design, three have combined to form the three-lobed mark of Nurgle on one of the Biologus Putrifier's pauldrons, but his armour is covered in them.



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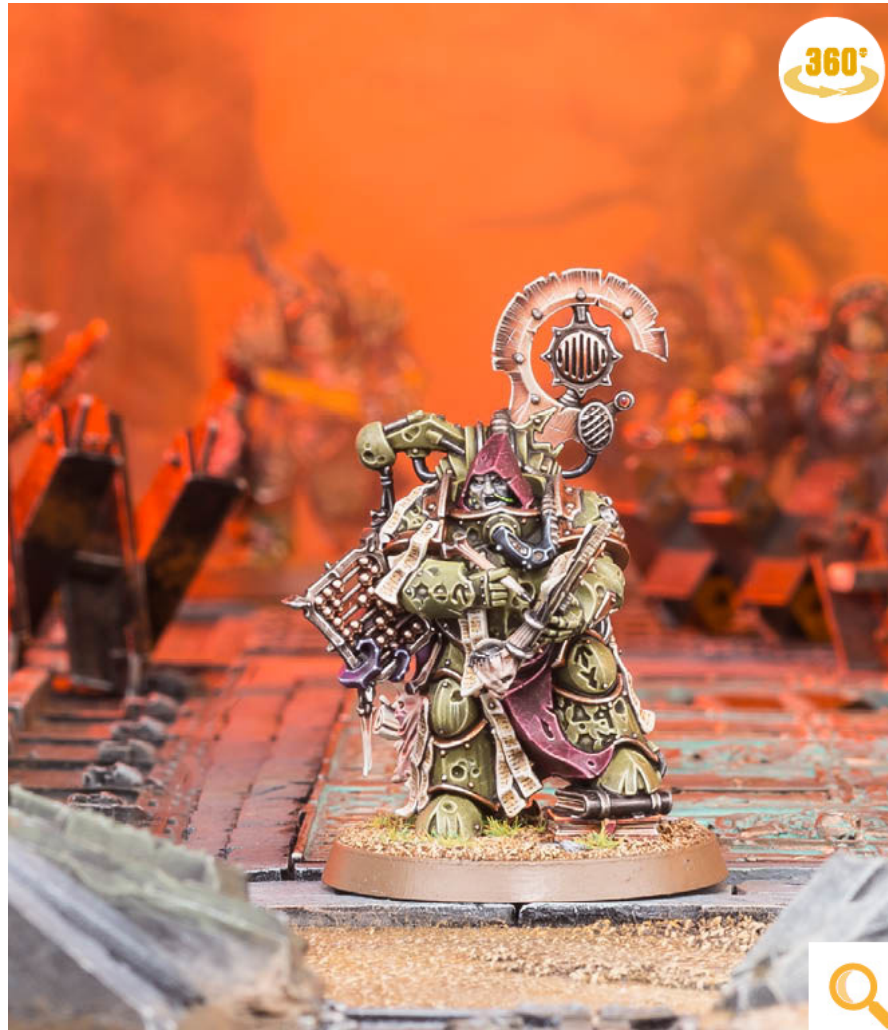




## SCRIBBUS WRETCH THE TALLYMAN

The hierarchy of the Death Guard is riddled with strange and noxious breeds of champion – few are stranger than Scribbus Wretch, one of the Tallymen of the Death Guard. Seven is the sacred number of Nurgle, and it is the duty of the Tallymen to find the strange patterns of Grandfather Nurgle in the ebb and flow of the battlefield – finding the hidden powers of Nurgle in the number of bolt shells fired, or wounds inflicted, or any other number of things. Harnessing such power can turn the tides of a battle – through the Tallymen, such eldritch might can heal the wounds of Nurgle's faithful and fill them with a dreadful vigour.

The Tallymen are also blessed with being the guardians of the mostly deadly weapons in the Death Guard's secret arsenals – viral weapons of apocalyptic potency. The price to be paid to use such weapons is high indeed – many are rare and irreplaceable plagues, created for ineffable and terrible purposes – and the Tallymen guard these stockpiles with a religious obsession.



Scribbus can't be expected to carry everything – he is accompanied by a diminutive Nurgling helper (1) – though judging by the scowl on its pudgy face, it'd rather be having fun churning through someone's bloated innards than doing the legwork for a mortal...

Of course a Tallyman needs something to keep tally with, and no self-respecting Heretic Astartes is going to use a pencil. Scribbus Wretch uses a carved bone (2) (although of what it's best not to ask) dipped in truly unspeakable substances carried in inkwells made from the skull of a Plaguebearer. To aid them in their night-endless acts of numerology, the Tallymen also carry abacuses about themselves wherever they go – Scribbus's here is held in place by a rather fortuitous mutation, so the Tallyman can focus on scrawling his bizarre and arcane findings.



1



2







# PLANET WARHAMMER

## TYPHUS, HERALD OF THE PLAGUE GOD

Few of the Death Guard are as blessed in the eyes of their rotten god as Typhus – for the one-time First Captain was the first of the Legion to bend the knee to Nurgle. For long years has Typhus harried the Imperium of Mankind, bringing Nurgle's blessings to all corners of an undeserving galaxy.

While his relationship with Mortarion is a fraught one, in more recent years the pair have come to a degree of understanding – Typhus will heed the call of his Primarch, but only in times of the direst need. Otherwise, the Herald of the Plague God is free to do Nurgle's holy work wherever Typhus feels it should take him – manreaper in hand and followed by the ever-present thrum of the Destroyer Hive riddling his ancient, plague-rotted body.



Typhus is a reimagining of the classic Citadel miniature of yesteryear, combining many of the hallmarks of the original design, such as his iconic helm (1) with lots of new detail and a more dynamic pose.

Collectors who know Typhus's first model will be happy to see that the hatefully grinning Nurgling clutching at his belly (and the mass of boils within) is still firmly in place. Typhus's master-crafted manreaper, while brought up to date to match Silence and those scythes wielded by the Deathshroud, also harks back to the original miniature's design.

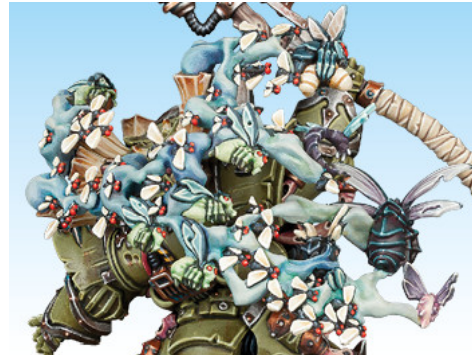
While other lords of the Death Guard may have robes of rotten cloth, Typhus is blessed with a mass of thrumming daemoniac flies (2) – the Destroyer Hive, which riddles and infests Typhus's body. The mass of plague-smog and chittering flies forms a living cloak (3) – a daemoniac sign of favour and power.



1



2



3



## MUNITORUM REPORT: CITIES OF SIGMAR

THE HIGHS AND LOWS OF THE FREE CITIES OF THE MORTAL REALMS

### HIGH: A NEW AGE

With the Realmgate Wars over, the many peoples of Sigmaron begin to reach out across the realms to reclaim what was once theirs – sitting new cities and fortresses in all eight Mortal Realms.

### HIGH: THE TWIN-TAILED CITY

The greatest of all the Free Cities, Hammerhal is founded around the Stormrift Realmgate – its appellation stemming from the fact that it lies both in Ghyran and Aqshy. Its wealth and might in the Mortal Realms is second only to Sigmaron, the seat of Sigmar himself.

### HIGH: THE CITY OF LIFE

Founded by Alarielle the Everqueen, the Living City is a symbol of unity between the forces of Order in the heart of the Realm of Life – and a bulwark against the rampaging forces of the Plague God Nurgle that threaten the Realm still...

### LOW: DARK FOUNDATIONS

Thanks to cunning manipulation by the Tzeentchian Daemon known as the Changeling, many of the Cities of Sigmar are sited on deposits of realmstone – spreading corruption and fostering secret cults in the shadowy underbellies of the new metropolises.

### LOW: SHADOWS OVER HAMMERHAL

Agents of the Dark Gods, united for a single purpose, attempt to bring about the utter ruination of the Twin-tailed City – only through the actions of a brave band of heroes are the disciples of Chaos thwarted.





# PLANET WARHAMMER

## SERVANTS OF THE EMPEROR

While the Death Guard are reinforced with more rotten-hearted Heretic Astartes this month, the Imperial war machine is brought up to date for the new edition by the latest in the ever-growing range of Warhammer 40,000 Codex books – Codex: Astra Militarum.

### CODEX: ASTRA MILITARUM

The Astra Militarum – the Imperial Guard – are arguably the largest coherent fighting force in the entire galaxy. This brave soldiery in the service of the Golden Throne is comprised of countless regiments from across the galaxy, mere humans facing down the very worst the galaxy can offer. Led by cadres of disciplined officers and reinforced by mighty tanks, artillery, and even by abhumans of the Militarum Auxilia and Scholastica Psykana, the Astra Militarum is the Hammer of the Emperor – not elegant nor subtle, but utterly unstoppable, crushing all in its path.

This 144-page hardback book contains all you need to lead your own Astra Militarum army on the tabletop – such as an army list of 56 datasheets for every unit in the army (now including super-heavy tanks like the Baneblade and Shadowsword), Regimental Doctrines for the most famous Imperial Guard regiments, 14 warlord traits, 25 unique stratagems, 14 Heirlooms of Conquest and the unique Psykana psychic discipline... It's a hefty volume indeed!



### DATA CARDS: ASTRA MILITARUM

The premier in-game reference tool for all Imperial Guard commanders, this deck of 89 datacards contains almost everything you need to know about your Astra Militarum army at a glance – consisting as it does of 36 tactical objective cards (including the six Astra Militarum-exclusive ones and the 30 tactical objectives from the Warhammer 40,000 book), six Psykana psychic discipline cards (and an additional Smite card), 28 stratagems (including three from the Warhammer 40,000 book) and 18 order cards (covering the 10 types of order that can be used by any regiment, and the eight specific to particular Astra Militarum regiments). Useful indeed.



### FIVE THINGS WE LOVE IN... OCTOBER

**2** It certainly is a year of milestones, as after White Dwarf's 40-year and Warhammer 40,000's 30-year anniversary it's 30 years of Golden Demon as well! We chatted with winners past and present – like David Soper and Jakob Rune Nielsen – about their memories of the contest and their entries. And, of course, to have a good old-fashioned ogle at their exquisite miniatures (it'd be rude not to). We've also got Michał Pisarski's stunning Slayer Sword-winning entry from this year's Golden Demon: Classic, The Tribute, [here](#).





# PLANET WARHAMMER

## THE TIME OF WAR IS NOW!

Excitement in the Mortal Realms is not confined the ruins of Shadespire this month – the winds of war blow over the Flamescar Plateau, with a new campaign set for Warhammer Age of Sigmar – and there's new army boxed sets for the noble Cities of Sigmar, too.

### SEASON OF WAR: FIRESTORM

Set on the Flamescar Plateau in the Realm of Fire, Season of War: Firestorm has everything you need to run a Warhammer Age of Sigmar campaign for up to four players in a box – maps, markers, cards. Whether you're playing games of Warhammer Age of Sigmar Skirmish or titanic games with your entire collection, it's loaded with content for a campaign set on the Flamescar Plateau. The rulebook not only has rules for running and playing campaign games, including several new battleplans, but also warscroll battalions representing the forces of the Grand Alliances, such as the Great Cities of Order. And on top of that, there's new artwork and background and a miniatures gallery showing off these cities, from the grim Anvilgard to the glorious Hammerhal itself.





# LATEST NEWS

## WARRIORS OF THE GREAT CITIES: ANVILGARD

A strange and morose port city, Anvilgard is nevertheless a hub of thriving trade. In times of dire need, many of the aelven privateers who ply the bitter seas around it will turn their blades to the defence of their city, fighting alongside the ancient guardians and founders of Anvilgard – the Anvils of the Heldenhammer.

To represent the proud and taciturn warriors of the port city of Anvilgard, this set includes 20 Black Ark Corsairs, a Black Ark Fleetmaster, a Kharibdyss, a Scourgerunner Chariot, 10 Stormcast Eternals Judicators and a Knight-Vexillor.



## WARRIORS OF THE GREAT CITIES: HAMMERHAL

Greatest of the Cities of Sigmar, bar far-off Azyrheim, Hammerhal is a megalopolis that bestrides both Ghyran and Aqshy – split by a Realmgate, it is often referred to as the Twin-tailed City.

This set is a perfect starting point to represent the steadfast warriors of Hammerhal – it includes 10 Freeguild Guard, 10 Freeguild Handgunners, a trio of Freeguild Demigryph Knights, 10 Stormcast Eternals Liberators, a pair of Freeguild Generals (one on foot, and one on horseback), a Lord-Castellant with Gryph-hound and a Celestial Hurricanum.



## WARRIORS OF THE GREAT CITIES: TEMPEST'S EYE

Carved from the forbidding peaks of the Titanspear Mountain, Tempest's Eye is a city with long reach and a keen eye – none escape the gaze of its preternaturally guided soldiery, known as the Aetherguard, who are aided by the innumerable scryers and far-seers of the mountaintop city.

If you want to put together a force from the Titanspear Mountain, this set is a perfect foundation – it contains 20 Ironbreakers (which can be built as Irondrakes, too), six Stormcast Eternals Prosecutors, a Gyrocopter, a Lord-Veritant with Gryph-hound and a Warden King.







# PLANET WARHAMMER

## BATTLEFIELD IN A BOX

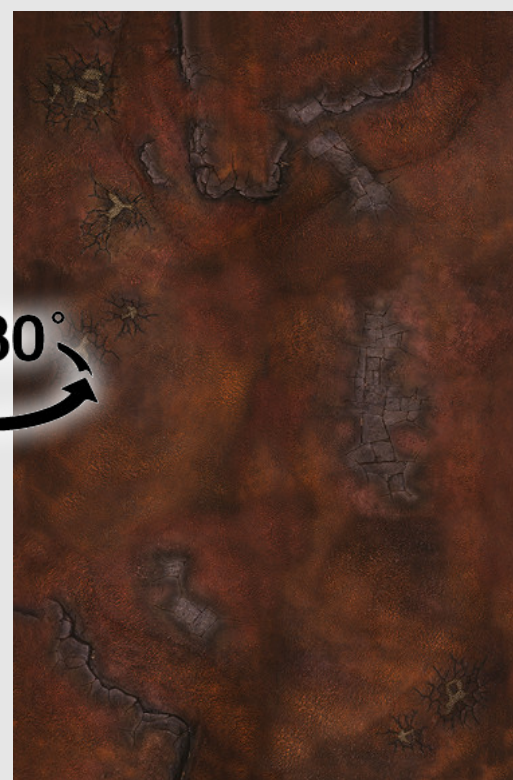
Somewhere to play – a battlefield to fight over – is an essential component of pretty much every game, and this month there's a new option available that makes playing games on a table of your own easier than ever. Behold, Moon Base Klaisus, the battlefield in a box.

### MOON BASE KLAISUS

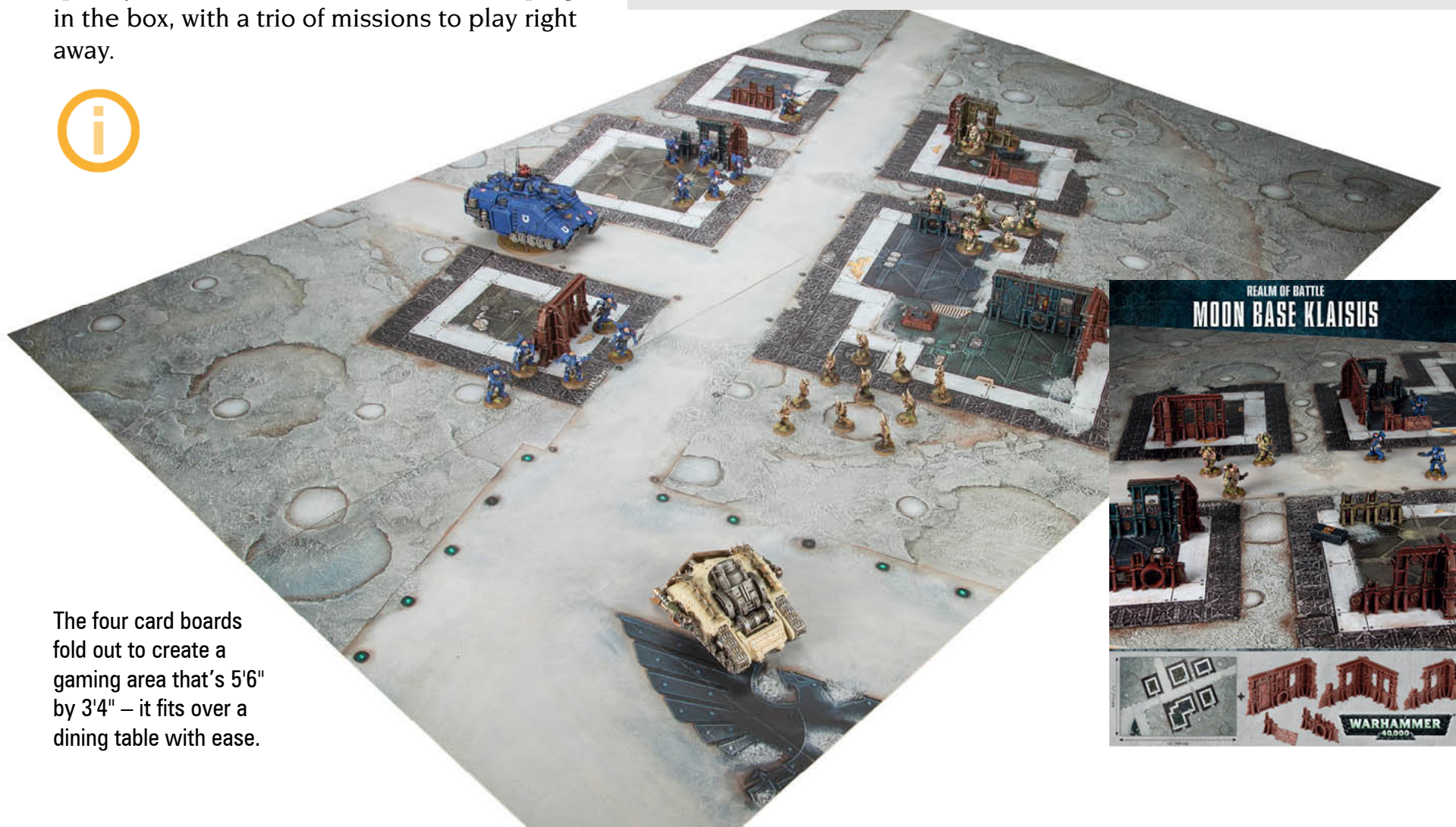
Playing at your local gaming club or store is great, but so is playing in the comfort of your own home or at a friend's house, and having a great-looking battlefield to fight over is now easier than ever with the remarkable Moon Base Klaisus – it is, quite simply, a battlefield in a box. Realm of Battle: Moon Base Klaisus contains a durable card gaming board built of four folding tiles that combine to produce a battlefield of 5'6" by 3'4" in size, which should fit on most dining room tables. (It's double-sided, too, offering the eponymous Moon Base on one size, and a wilderness-style hinterland on the other.) Push-fit plastic ruins and objective markers give you terrain and objectives to fight over – all of which can be put together in about five minutes (and because they're in coloured plastic you don't need to paint them either). And when you're done, it all packs away back inside just as quickly. There's even a brilliant mini-campaign in the box, with a trio of missions to play right away.



The four card boards fold out to create a gaming area that's 5'6" by 3'4" – it fits over a dining table with ease.



The Moon Base Klaisus boards are double-sided. On one side you have the ruins of Moon Base Klaisus and a new battlefield on the other – it's effectively two battlefields in a box, perfect for a wide variety of games and ideal for combining with a growing scenery collection.





# LATEST NEWS

The ruins that come with the set are all sturdy push-fit pieces that don't require glue – they can be pushed together for games and taken apart afterwards for easy storage. They're also coloured plastic – matching the paint Skrag Brown.



## WARHAMMER LIVE on Twitch

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# 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, we take a look at the new vehicle for the Sisters of Silence and a sneak peek at an upcoming game...



### SISTERS OF SILENCE KHARON PATTERN ACQUISITOR

The Sisters of Silence exist for the sole purpose of hunting down psykers and either destroying them or apprehending them for other mysterious purposes. Their mission is highly covert and they must move with speed and stealth to catch their prey. It is for this reason that they employ the Acquisitor, a truly unique vehicle in the Imperium's vast arsenal. More like a dropship than a tank, it floats silently into battle, its hull swathed in spectra-distort fields that confuse the eye into thinking there's nothing there. When the Sisters spring their trap, the Acquisitor unleashes a capture-grid, dragging unfortunate victims into the sarcophagi lining the flanks of the vehicle before the Sisters disembark from the vehicle's armoured nose to deliver the Emperor's justice.



The Acquisitor comes with two nose cones – one closed (1) and the other open as shown above, revealing an iris door in the centre and the hellion cannon arrays mounted on the lower hull. The two nose cones and the hull all feature holes for inserting 8mm magnets (not supplied with the kit) so that you can swap the front end of the vehicle more easily.

#### 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)



## NECROMUNDA

Rejoice, Underhive scum, for the classic game Necromunda will soon be making a return to our tabletops, complete with new rules, new art (see right) and, of course, loads of new miniatures!

For those of you unfamiliar with Necromunda, it's a skirmish game set on the Hive World of the same name, where rival gangs fight for dominance in the perilous underhive, deep beneath the spires of industry of Necromunda's largest hive, Hive Primus. To the wider Imperium the population of Necromunda are nobodies, the factory workers, miners and soldiers that provide the raw material for the Imperium's never-ending wars. Some abandon this

**“Power is gained on Necromunda – and respect earned – with the business end of an autogun.”**

dreary existence for life in the Underhive, fighting for survival in the most brutal conditions in an effort to prove themselves. Power is gained in the Underhive – and respect earned – with the business end of an autogun, or with a knife in the dark.

There'll be plenty of releases for Necromunda over the coming months and we look forward to showing them to you soon. In the meantime, check out some of the new models below!



The muscle-bound brutes of House Goliath are amongst the strongest inhabitants of Necromunda (1). Their bodies pumped full of growth stimms, the Goliaths rule over the metalworks and furnaces of the Underhive. They are aggressive thugs that believe that might is always right.



The gangers of House Escher are almost always female (2). They produce a staggering range of exotic pharmaceuticals in their factories and look down upon the Goliaths as being simple and barbaric. The Escher are also markedly snappier dressers.





# PLANET WARHAMMER

## TALES FROM THE BLACK LIBRARY

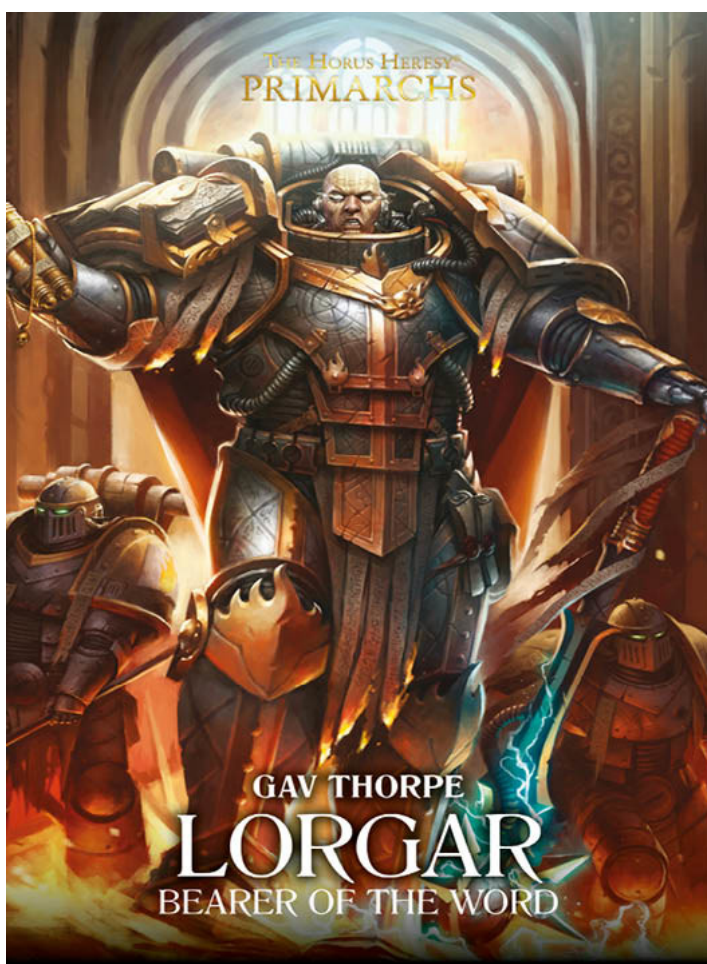
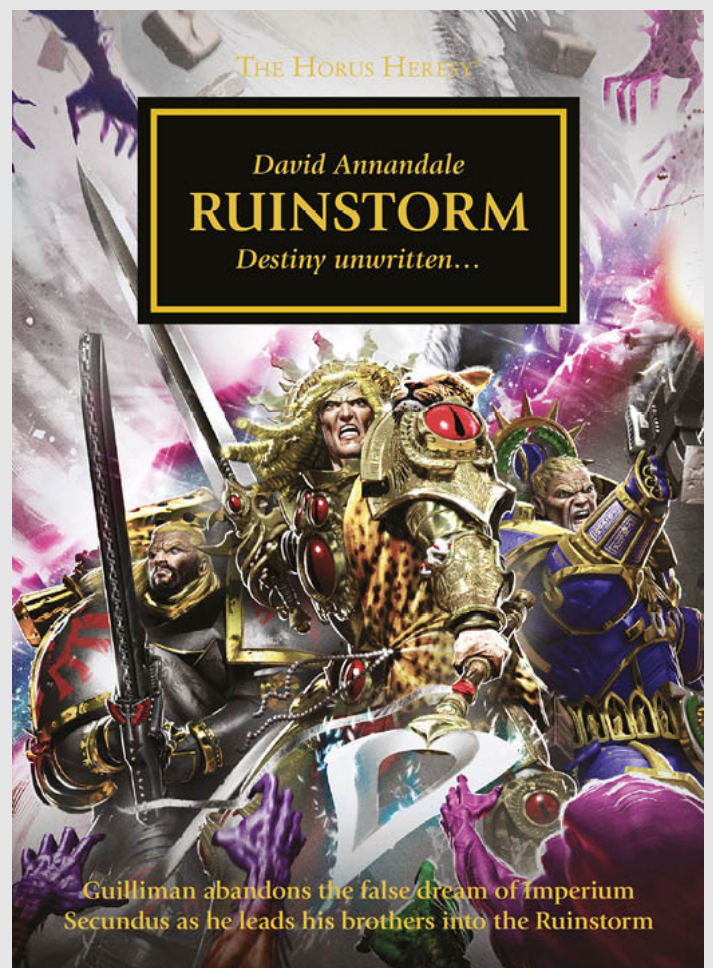
Black Library produce novels, audio books, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, the forces of Chaos have invaded all four of the new books and audio dramas. Heresy abounds!

### FEATURED BOOK

#### THE HORUS HERESY: RUINSTORM

By David Annandale | Hardback | 336 pages | 21 Oct

Nothing beats a good Horus Heresy novel and this latest instalment in the series by David Annandale is a real cracker. If you're a follower of the series you can't have failed to have heard about the Ruinstorm – a vast maelstrom of warp energy conjured by the Word Bearer Erebus to isolate those forces still loyal to the Imperium. Suffice it to say, his plan succeeded and many of the remaining loyalist Primarchs thought Terra lost and the Imperium broken. Roboute Guilliman, with the aid of Lion El'Jonson and Sanguinius, established the Imperium Secundus, only later to find out that the Emperor still lived and Terra still stood. This novel tells the tale of how the three Primarchs realise their folly and set out for Terra to save the Imperium and make amends for their sins. Yet to do so they must cross the Ruinstorm, and the powers of Chaos can play havoc with guilty consciences. Never have three such mighty heroes doubted themselves so much...



#### LORGAR: BEARER OF THE WORD

By Gav Thorpe | Hardback | 256 pages | 07 Oct



*Lorgar: Bearer of the Word* is the first of three offerings this month from Black Library fan-favourite Gav Thorpe and the fifth book in The Horus Heresy: Primarchs series.

*Lorgar: Bearer of the Word* tells the story of Lorgar's rise to power on Colchis, a world where ancient religions rule over a decaying society. Lorgar learns fast and at a young age he is taken under the wing of Kor Phaeron, who acts as his mentor. Yet Kor Phaeron has other plans, seeing Lorgar as his key to greater power. Ironically, Lorgar also has other plans, and he is constantly plagued by visions of the future and of the coming of the Emperor. His loyalties are sorely tested, as are his beliefs – events that will have echoes in his later life as Primarch of the Word Bearers Legion. If you want to know more about one of the Horus Heresy's pivotal villains (ooops, spoiler alert!), then this novel provides a valuable insight into Lorgar and helps explain the dark paths that he took in his later life.



## GHOST WARRIOR: RISE OF THE YNNARI

By Gav Thorpe | Hardback | 288 pages | 28 Oct

*Ghost Warrior: Rise of the Ynnari* follows the activities of Iyanden Spiritseer Iyanna and Yvraine, Emissary of Ynnear as they investigate the mysterious reappearance of Craftworld Ziasuthra in the wake of the Great Rift. The Aeldari heroes are convinced there is foul play afoot (who'd have thought it?), but they are obliged to send aid to their long-lost cousins. They also have reason to believe that the Ziasuthrans may know the whereabouts of the fifth cronesword, but will the craftworlders be cooperative?



## CALGAR'S FURY

By Paul Kearney | Hardback | 368 pages | 07 Oct

Released earlier in the year as a hardback, *Calgar's Fury* is now available in a new paperback edition. Marneus Calgar, Chapter Master of the Ultramarines, leads a force of Ultramarines, Adeptus Mechanicus and Inquisitorial troops in a boarding action against a Space Hulk dubbed *Fury*. As you'd expect, there's plenty of action in the mega-ship's cramped corridors, but also plenty of suspense as the Ultramarines take on the Space Hulk's denizens. But who, exactly, are they fighting?



## HAND OF DARKNESS

By Gav Thorpe | Audio Drama | 60 minutes | 28 Oct

*Hand of Darkness* is the second audio drama compilation (following *Eye of Night*, out last month) featuring Yvraine and the Visarch – the rising stars of the Aeldari. In her quest to defeat the forces of Chaos, the Emissary of Ynnear seeks the Hand of Darkness, yet it lies in one of the most inaccessible fortresses within the Eye of Terror. Yvraine must not only fight the forces of Chaos, but persuade the guardians of the Black Library that her quest to the Plague Planet is a worthy one and not a foolish errand.



## FIVE QUESTIONS

### NEIL ROBERTS

Neil Roberts is the artist behind many of Black Library's most recognisable novel covers. Neil has illustrated close to 70 covers for Black Library, most notably many of the titles in the Horus Heresy series including the new novel *Ruinstorm*.



**"The Siege of Terra is what I'm most looking forward to – but also dreading..."**

### 1. So what's happening on the cover of *Horus Heresy: Ruinstorm*?

Well, three Primarchs – Lion El'Jonson, Sanguinius and Roboute Guilliman – are facing off against an off-screen foe as they try to make their way to Terra. As to who or what they're fighting, I guess you'll just have to read the book. Also, make sure you check out the full wraparound artwork, which might give you a hint as to what's going on.

### 2. What's been your toughest Horus Heresy cover to illustrate, and why?

In terms of complexity, it has to be the Alpha Legion novel *The Seventh Serpent*, where I went crazy with camera angles and details. The illustration moves away from the regular face-on angle and instead looks down upon the legionaries.

### 3. Which Horus Heresy cover did you most enjoy illustrating?

They've all been fun in their own ways, although *The Master of Mankind* was a recent standout. I really enjoyed painting all the shiny gold armour of the Custodian Guard and the Sisters of Silence.

### 4. How long does it normally take to create a novel or audio book cover?

On average, normally two to three weeks from concept to completion. Taking into account where the words will sit on the front and back cover can be a bit tricky.

### 5. Is there a character or battle you haven't draw yet that you're particularly looking forward to, and why?

The Siege of Terra is what I'm most looking forward to – but also dreading, because that will be the beginning of the end for the series. But we're not quite there yet...





# 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, we take a closer look at the latest news for Dawn of War III and Mordheim, plus we've got some exciting new merchandise!

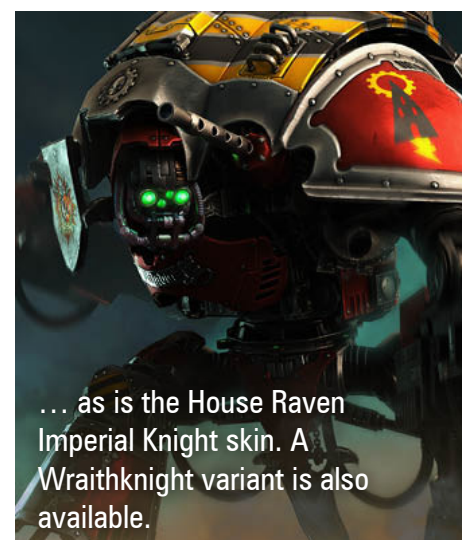
## DAWN OF WAR III



There's loads of new downloadable content available for Dawn Of war III this month. The best news is, it's all free! There's a new multiplayer mode – Annihilation Mode – which harks back to the original game, though it also includes new defensive doctrines that you can unlock. Then there's the Elite Skins pack, which includes three new skins for your Engines of Destruction. The Gorkanaut's our favourite. Lastly, there's a new map – Mortis Vale – which features sepulchres and shrines to the glorious fallen. It's the perfect place for a colossal multiplayer battle.



The Deathskulls Gorkanaut is one of the Engines of Destruction skins available



... as is the House Raven Imperial Knight skin. A Wraithknight variant is also available.

Annihilation Mode can also be played with extra defenses for those players that love base building.

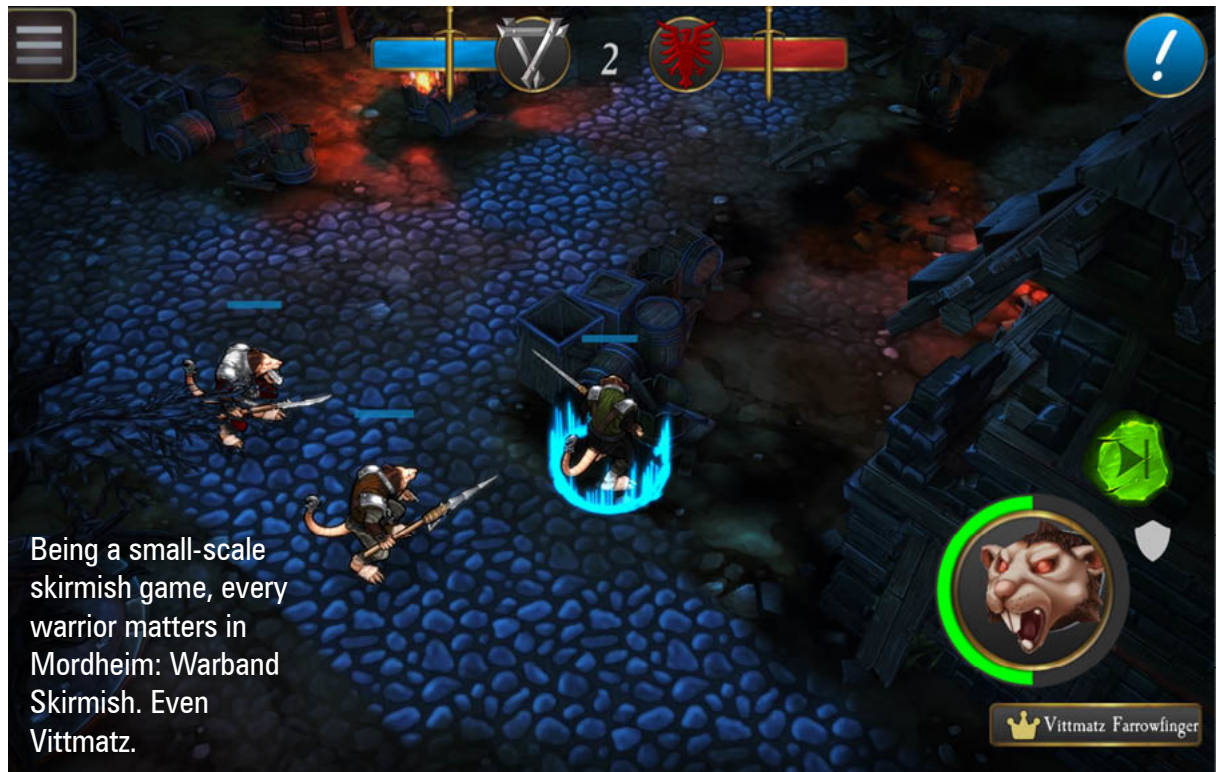




# LATEST NEWS

## MORDHEIM: WARBAND SKIRMISH

Kill-kill the manthings, take-steal their warpstone! That's right, the Skaven are now available as DLC for Mordheim: Warband Skirmish. This mobile game faithfully recreates the Mordheim tabletop gaming experience, but in just a few inches of screen space, enabling you to build your warband and fight skirmishes amongst the ruins of the City of the Damned whether you're at home or on the bus to work. Keep your eyes peeled for more warbands coming very soon.



Being a small-scale skirmish game, every warrior matters in Mordheim: Warband Skirmish. Even Vittmatz.



When they're not out killing, your Clanrats are back at camp toasting marshmallows. Or plotting and scheming.

## FIVE THINGS WE LOVE IN... OCTOBER

**1** A whole new game – Shadespire! This game has really enthused us here in the White Dwarf bunker, what with its unique gameplay and superb new miniatures. We have a playthrough of the game [here](#).

Just a few of the wonderful new products available from Half Moon Bay, including a heat changing mug with secret message.

## MERCHANDISE

Fancy a Warhammer 40,000 beer stein? Or how about a mug? A wallet? Maybe a wash bag, shot glasses or a set of coasters? How about a hip flask or a beer growler? Cushion or a rucksack? Put it this way, if you love Warhammer merchandise then Half Moon Bay have you covered. See their full range on:



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

Also out this month is a Blood Angels leather bomber jacket by Musterbrand. See it here:



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







# CONTACT

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



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

**TEAM@WHITEDWARF.CO.UK**  
**THE WHITE DWARF BUNKER**  
**GAMES WORKSHOP**  
**LENTON**  
**NOTTINGHAM**  
**NG7 2WS**  
**UNITED KINGDOM**

## THE SCENERY'S LOVELY

Over the years I have learned a great deal about improving my painting skills through reading your magazine. You always have amazing tips and Warhammer character stories. You guys have amazing Games Workshop art teachers at your stores and I have learned so much from them about making my own gaming scenery that I can now make not just my own Warhammer scenery, but other art scenery as well.

*Blayne King, Denver, Colorado*

**Well that's lovely to hear, Blayne, thank you! Games Workshop store staff are always happy to help out when it comes to building and painting models and we're glad that you learned a lot from them.**

**We're actually planning to create some more scenery-building articles in White Dwarf, too, so if you have some suggestions for scenery kits you'd like to see us work with, please let us know. In the meantime, make sure you send us some pictures of your creations!**



## FAMILY FUN

Hi. Me and my nine-year-old daughter, Sienna, walked into our local store in Sutton Coldfield last September to get some paints for a model plane I was building (I had not been in a Games Workshop for years). We had a painting session and we were hooked on Warhammer Age of Sigmar and promptly bought the starter set and a paint set. For Christmas Sienna got the Seraphon Start Collecting! set, which she started to paint in the store – she painted her Carnosaur with hints and tips from the store manager. Meanwhile, I have just finished painting a Skull Cannon of Khorne. We go to the store virtually every Saturday for a painting or gaming session. I have yet to win against my daughter as her tactic is get into battle as quick as she can and destroy everything. I can't praise the store manager enough for his commitment to making everyone feel welcome and taking his time to explain things in a way everyone can understand. So thank you Games Workshop and White Dwarf for all the hard work and effort you put in to make this a hobby for all ages and skill levels.

*John Lloyd, Birmingham, UK*



**Hey, John, thanks for getting in touch – it's great to hear that the store staff are looking after you and your daughter. Sienna is a pretty good painter, too, especially as this is one of her first models. Keep up the great work, both of you – you'll be entering Golden Demon in no time!**

## CAKE WHEN YOU'RE 80

Afternoon, guys. I just want to say a huge congratulations on being 40 years old. I loved every bit of the celebratory magazine (the May issue) but the thing that stood out for me was the covers at the bottom of the page. Memories started flooding back when I saw particular covers, even as far back as January 1989. When I was younger I was given a lot of old White Dwarfs by a family friend that worked in the Reading store – the ones that stood out were November 1992 (I believe High Elves fought Night Goblins in the Battle Report) and January 1995 with the eight-player battle, especially the moment when about 30 Knights appear and charge headlong down the table. So many happy memories...

Thanks for all the hard work, to both past and present members of the White Dwarf team. In another 40 years I'll send more congratulations.

*Ben Bridges, Reading, UK*

**Thanks for the kind words, Ben, we're glad you liked the covers. It took us days to go through them all, but mainly because we just ended up sitting there reading the issues. Our archive was in a right state when we finished. We look forward to hearing from you in 40 years' time.**

## A JOURNEY INTO THE PAST

First of all, let me say I love your work. I got into the hobby around 2001 and it was an amazing time to be an Orc. Time passed and I fell out of the hobby and only got back into it in 2015. I have great memories about rushing to the closest news stand to buy White Dwarf and read it with all my friends. We used to live in a small town in Italy and finding it was never easy!

Anyway, I think it would be great to have access to old issues of White Dwarf so I can take a trip



down memory lane. I would even pay for it, and I guess I'm not the only one. Please, pleeeeee, think about giving us access to those older issues. And again, thank you for your amazing work – while it's true that I no longer rush to my news stand (I'm 29), I feel the same walking to my local hobby shop to gaze upon the new releases.

*Gabriele Vital, Italy*

**Hey, Gabriele. Thanks for getting in touch and reminiscing with us about times gone by. We do get people asking about back issues of White Dwarf every now and again, but at the moment it's pretty unlikely that we'd make back issues available as downloads – it takes all our time each month making new ones! But, you never know what might happen in the future. Never say never, eh?**

#### **HAPPY BIRTHDAY!**

Hi, White Dwarf.

Happy birthday from the Ukraine. 40 years... wow! I've only been collecting Warhammer since September and reading White Dwarf since December, so I'm a bit amazed by all of this. I'm really loving the magazine lately since it's been a bit more 40K based – I have Dark Angels, but I do like the odd bit of Warhammer Age of Sigmar, too, as my sister collects Flesh-eater Courts. Overall it's a great read.

I do like all the Battle Reports, painting guides and Illuminations, but I am a bit confused by the background behind all the different factions, so maybe if you had an article every once in a while about them, that would be great. I'm loving A Tale of Four Warlords and can't wait for the big action to kick in (go Black Templars!). I'm a bit annoyed because I only got to read the final battle of the last run of A Tale of Four Warlords, so I hope to catch it all this time.

Happy birthday to you again and I hope Grombrindal enjoys all his Bugman's Brew. Please remind him not to drink too much.

*Ryan Farrell, Kiev, Ukraine*

**First off, welcome to the hobby, Ryan – we hope you and your sister enjoy it for many years to come. We have let Maxime know that you're rooting for him in A Tale of Four Warlords, too. The final battle is in this issue ([here](#)) and his troops certainly give the forces of Chaos and the Aeldari a good beating! As for an article delving into the background of each faction, we do have one – the Ultimate Guide. If you have a particular faction you'd like us to look at, let us know and we'll see what we can do.**

#### **HAPPY MEMORIES**

I've just read the May issue of White Dwarf (*yes, we really do work that far ahead.* – Ed) celebrating 40 years of White Dwarf. My first White Dwarf was issue 108, which I picked up from a military book store that I was visiting with my Dad. I saw Adeptus Titanicus sitting on the shelf and without even knowing what it was I begged my Father to let me have it. He gave me \$10 and said that was my spending limit. That's when I spotted White Dwarf magazine with the Titans on the cover. I immediately bought the mag and read it until it fell apart. My father must have been paying attention because a few weeks later I was surprised to find Adeptus Titanicus under the Christmas tree. I was hooked and have never looked back. I still have that original Adeptus Titanicus game and White Dwarf, but I'm still waiting for the colours of the Cockatrice Titan Order to be published. Well done on 40 years of White Dwarf!

*Paul Woodbridge, Brisbane, Australia*

**Wow, that's quite an old issue of White Dwarf you started with, Paul, and we're glad to hear you're still hobbying away and still reading the mag. We actually found out a bit about the Cockatrice Titan Order for you – their official name is the Legio Osedax and their home world is the forge world of Phaeton in the Segmentum Solar. Their colours are dark blue and off-white and their Legio symbol is a Cockatrice swooping down on its prey. Maybe one day we'll see some Titans painted in those colours!**



## **ASK GROMBRINDAL...**

**Hello, Grombrindal. Nuffle is the patron god of Blood Bowl (and dice rolls). Nuffle has a favoured number (11) just like the gods of Chaos. In a recent White Dwarf issue I saw mention of, 'the Paint God'. What is this god's name and favoured number?**

**Dan Roberts, USA**

Hush, youngling, do not talk too loudly of the Paint God, for he is a powerful deity and one not to be trifled with. Many have sold their souls to the Lord of Brushes, beseeching him with promises of winning a Golden Demon in the hope of gaining a portion of his power. But the Paint God will not share his power, only his wisdom. Many have tried offering up pots of Nuln Oil and XS Artificer Brushes, but the greatest oblation a devotee can offer to the Wash King is their time, listening to his words of wisdom as he explains drybrushing and basecoating on the Warhammer TV channel. His sacred number is two (two thin coats) and his name, though spoken in hushed tones, is Duncan.

*Grombrindal*

#### **INTO THE SHADOWS**

Hi Team! I'm really excited about Shadow War! I love skirmish games and it's great to see that you are releasing rules for so many units to be used. Large scale games can be fun, but lately I find myself drawn to small scale conflicts, both because it's easier to find the time, and because it makes it easier to indulge in starting a new force, especially when I have easy access to their rules. I know that the boxed set was just a limited release, but I hope the main rules will be available to everyone in the future, and that your support for this game format will be ongoing and robust!

*Ryan Francis, Portland, Oregon, USA*

**Hey, Ryan. Well, the great news is that the rulebook is available on the Games Workshop website. It is also available as an ePub for digital devices. As for new factions, we can certainly ask the Design Studio – you never know what they might come up with!**





**TOTAL WAR**

# TOTAL WAR: WARHAMMER II

There's big news for fans of Warhammer video games – Total War: Warhammer II is now available to play! We caught up with two of the chaps from Creative Assembly – the team behind the Total War franchise – to ask them what's so exciting about the new game.

**T**otal War: Warhammer is arguably one of the biggest and most successful Warhammer video games of all time, with over one million players worldwide and over one hundred million battles played since its launch last year. But now the second game in the series – Total War: Warhammer II – is on the horizon. We caught up with two of Creative Assembly's Total War team – Development Communications Manager Al Bickham and Lead Writer & Narrative Designer Andy Hall – to find out more about the new game.



**“Total War games have always been a big sandbox experience where you can expand your territories, conquer new lands, develop settlements and build armies ready for war.”**

Total War: Warhammer II is available now on PC Steam, alongside Total War: Warhammer and all its DLC.





**Al Bickham:** As you'd expect, Total War: Warhammer II is a sequel to the first game in the series and builds upon everything that made the first game so popular. One of our primary goals was to make playing with each of the four races a unique experience, and to give each of them their own quirks and abilities. Playing the game as Lizardmen, for example, will be wholly different to playing the game as High Elves.

We also wanted to add a more intense narrative element to the game. Total War games have always been a big sandbox experience where you can expand your territories, conquer new lands, develop settlements and build armies ready for war. What we wanted to do was take the sandbox element of the game and the narrative aspect and entwine them. Our goal was for the game to build in intensity as the plot progresses for a thrilling endgame crescendo. The story in this game revolves around the Great Vortex.

**Andy Hall:** Warhammer fans will be familiar with the Great Vortex – it's the big plug hole in the middle of Ulthuan that drains off the world's excess magical energy. Unfortunately, the last time Sigmar's twin-tailed comet sailed through the heavens, it pulled the Vortex out of alignment, making it incredibly vulnerable. Four races have picked up on this – the High Elves obviously want to bolster the magical wards on it because if the Vortex fails it's goodbye Ulthuan. The Lizardmen, too, know that without the Vortex, Chaos will reign. The Dark Elves see this as their opportunity to mess with the Asur, while the Skaven seek to harness the Vortex's power for themselves. So there's a race – a race of races – to take control of it. But to do so you can't just conquer land and defeat armies, you have to enact five

rituals, and the currency required to carry them out is different for each race – the Skaven need warpstone, the High Elves waystone fragments and so on. Each ritual you cast furthers the story for your race and we've got some great animated cutscene movies to tell that story. Importantly, the narrative does not interrupt or stymie the sandbox gameplay of Total War.

**Al:** You can interfere with the rituals the other races are trying to cast if you're quick enough, too. But if a ritual is cast, beware, because the Vortex will become unstable and that's when Chaos invasions tend to happen.

**Andy:** All this leads to quite a charged and intense campaign, which builds in magnitude as you get closer to the end. We reckon you'll get around 60 to 70 hours of gameplay from a campaign and it culminates in a cataclysmic endgame where you will come up against a very powerful and unique challenge.

**Al:** And that feeds into how the different races play. There are four races in this campaign and four continents to fight over – Ulthuan, Naggaroth, the Southlands and Lustria. How each race plays is totally different. Lizardmen, for example, are very brutal with lots of huge monsters such as Stegadons, Carnosaurs and Bastiladons (which have magical lasers on their backs). They have a lot of short-range units like Skinks, but also loads of powerful shock troops in the form of the Saurus and the Temple Guard.

**Andy:** In comparison, the High Elves are very militaristic, highly disciplined and really good defensively, but they're more mobile than, say, Dwarfs. They wait until the enemy gets close, using superior archery to whittle them down, then charge out to meet them with Swordmasters, White Lions and other units ►



### AL BICKHAM & ANDY HALL

Al Bickham is the Development Communications Manager for Creative Assembly, which means he gets to tell us all about this new game. Meanwhile, Andy Hall is the Lead Writer & Narrative Designer for Total War: Warhammer and once wrote for this very magazine. He makes sure the game stays faithful to the background.



Kroq-Gar is one of the Legendary Lords in the game for the Lizardmen. Not only is he a great tactician, he's also a formidable warrior – which will come in handy in this game, we think.

### CASTING RITUALS

**Andy:** Casting your five rituals is the ultimate goal in Total War: Warhammer II, but how you accrue the currency needed for your rituals – be it chunks of warpstone, waystone fragments, scrolls of Hekarti or ancient plaques – is entirely up to you. You can play your campaign following the narrative missions, for example. Or you can wage war your own way – if you want to conquer all of Naggaroth you can! Or you can mine your currency, or search ancient ruins for it, or build certain buildings such as Star Chambers. Or a combination of any of those options. How you play and grow your realm is your call, but the end result is that you have to cast these rituals. Just remember, your opponents will also be trying to do the same thing, so you'll need to stop them, too!





# TOTAL WAR

## RUNNING AMOK

**AI:** The Lizardmen have access to unriden beasts, such as Cold Ones and feral Bastiladons. They're great fun, because if they're wounded enough they run amok and you can't control them any more. It adds an interesting counterpoint to the tactical aspect of the battles – you're moving your army up, keeping your line together and then suddenly your feral units charge out of line when they get shot. Do you follow them or write them off? It's interesting seeing them make decisions that you, as the player, probably wouldn't make.

## POLITICS, WAR OR BOTH?

**AI:** The Diplomacy aspect of Total War: Warhammer is still a huge part of the new game, especially for politically devious races like the High Elves. Here's an example: imagine you're playing as High Elves and you have two enemy factions on your border. You can mess with their Diplomacy and make them hate each other so they end up going to war. Or you can make one of them like you and you can team up on the other one. Or you can make both of them like you so they won't attack at all. War isn't just fought in the field!



Flying units such as Terradon Riders play a big part in the game and add a new dynamic to the Total War experience. The size of the battles is huge, as you can see here, eclipsing that of the games you can play on the tabletop.

► you'll know and love from the tabletop. They use High Magic, too, which is visually striking and hugely destructive. Fiery Convocation, for example, is represented by a spirit phoenix that streaks across the battlefield. If you cast that spell correctly you can hit an entire rank of enemy units.

**AI:** The races aren't just different in battle, they also act differently in the campaign. For example, the High Elves are very arrogant, proud and haughty and they love a good bit of political intrigue at court. So they have a game mechanic that revolves around that and they can do lots of things with their Influence, not least diddling around with other people's Diplomacy (see left). They've got another trick, too. If you set up a trade agreement with someone the fog of war will clear over their land allowing you to see what they're up to. It's our representation of the classic Elven spy network, reflecting their background and character in the Warhammer world.

**Andy:** We like to say you get four different Total War games in one package, the factions are that different to use. The Lizardmen, for example, have the Geomantic Web. That's been a part of the Warhammer background for years, but it's never been represented on the tabletop. Now it's a part of the campaign – the more Temple Cities you build and the more Slann you have sitting in your Star Chambers, the stronger your Geomantic Web, and that ultimately gives you bonuses that enable you to increase your treasury, build better defences or create sacred spawnings. Meanwhile, the Dark Elves have access to Black Arks. They're a big part of the Warhammer background that hasn't been seen since Man O' War. With the Black Arks yours to command, you can make raids across the sea and bombard your foes from afar. And you can play as both the Witch King and Morathi. It's been fun writing some of their cutscenes and seeing how they interact because they have, quite literally, a love-hate relationship.



Commanding armies in Total War: Warhammer II is just as challenging as in the original game. More so if you factor in the deadly spellcasters of the four races featured in the new game. Their effect on a battle can often be quite explosive...





As we've come to expect from Total War games, the visual appearance of the world is stunning, with the four new continents providing plenty of exciting, not to mention magical, new lands for you to explore.

### THE OTHER RACES

**Andy:** High Elves, Dark Elves, Lizardmen and Skaven are the armies you can use in the campaign. But that doesn't mean they're the only ones you'll end up fighting. Lustria, for example, plays host to many adventuring races such as the Norsemen of Skeggi, Dwarf adventurers and Luthor Harkon's undead legions of the Vampire Coast. Of course, if you really like one of the Old World armies, such as the Empire or Wood Elves, you can still play them in the mega-campaign, which combines the maps from both games. So you could, take an army of Orcs on a Waaagh! to Ulthuan or Naggaroth. The possibilities for the battles you'll fight really are endless.

And that ties nicely into starting positions. In the first game, if you and your mate wanted to play a cooperative campaign, you had to choose different races because Legendary Lords all started in the same place for each race. Now they have different starting points so you and your friend could, for example, play as Tyrion and Teclis. Tyrion starts in Lothorn, the capital city of the High Elves. That sounds great because you're surrounded by your own people, but you're not necessarily on best terms with them so you'll have to do some Diplomacy which, amusingly, Tyrion is not too good at. Teclis, however, starts on the Turtle Isles on the other side of Lustria and he's surrounded by enemies.

**"The gaming potential is staggering and it's only going to get better when we release the third game in the series."**

**AI:** And that brings us neatly onto our next big thing about the game – our mega-campaign. Right after launch we'll be releasing our first patch so that anyone who owns Total War: Warhammer, its sequel and any of the DLC races we've released in-between can combine them together to play one massive campaign using both maps and any of the races. The

gaming potential is staggering and it's only going to get better when we release the third game in the series. Importantly, you can still play either of the narrative campaigns, but they won't feature in the mega-campaign. The Chaos invasion mechanic will still be active, but you won't be fighting for control of the Great Vortex. For us, the mega-campaign is the holy grail of sandbox games and the feature that seems to have generated the most excitement so far. The number of things you can do in the game is off the chart – you can sail the seas and find shipwrecks, explore ruined cities and colonise them, loot places for treasure, find new heroes...

**Andy:** ...and rogue armies can appear made up of units from multiple factions. A personal favourite is the Goblin Beastmaster who's recruited boars and wolves and Bastiladons to his cause, giving you a completely different tactical challenge on the battlefield. There's even a horde of Squigs roaming around. You can choose to ignore these forces, but if you do, you never know when they might wander back to throw a spanner in the works of your carefully laid plans. Really, Total War: Warhammer II is less of a computer game and more of a hobby – it's totally immersive. ☠



# WHISPERS IN SHADOW

This month sees the eagerly awaited release of Warhammer Underworlds: Shadespire – a completely new, fast-paced game for two to four players set in the ruins of the Mirrored City of Shadespire. And the best way to show off a new game? Why, play it of course!

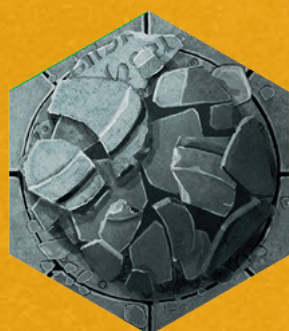
## STEP 1: PLACE THE BOARDS

The first step in setting up the game is to place the game boards to create your battlefield. (The Core Set includes two double-sided game boards.) The players roll off and the player who wins selects the first of the two game boards to use. The player who loses takes the second and chooses how the two game boards fit together. Edges don't need to meet along their entire length; a minimum of three completed hexes must connect long edges, or two completed hexes for short edges. With shaded squares counting as blocked (representing rubble, walls and other obstructions), board placement can result in a wide open battlefield or one connected only by a narrow, perilous corridor, so your aim should be to create a battlefield that plays to your warband's strengths, be that the Bloodbound's speed and ferocity or the Stormcast Eternals' rugged defence. If you win the roll-off...



## STEP 2: PLACE THE OBJECTIVE TOKENS

Next, the players take the five objective tokens, shuffle them and place them face down next to the battlefield. Players then take it in turns to draw an objective token and place it on the board (A). As the name suggests, objective tokens (along with slaying enemy fighters) are key to securing victory. Holding certain objectives will allow you to play cards earning you Glory points. Where you choose to place your objectives can be a big part of your strategy in the game.



Face-down objective token



Face-up objective token



## STARTING HEX

Fighters can be placed in hexes marked with the Underworlds symbol.





**A** former marvel of the Mortal Realms, the city of Shadespire was corrupted by the Great Necromancer Nagash when he became jealous of the power and learning of its Katophrane rulers. Now Shadespire is a dark and haunted place where dark sorceries can trap the souls of even Stormcast Eternals and bands of warriors, some noble, others hate-filled and lured by promises of riches, battle for glory in the vain hope of escaping its eternal grasp.

That's what this new game is all about – leading your chosen warband to battle through the ruins of Shadespire in pursuit of the all-important Glory points. The Bloodbound and Stormcast Eternals may be familiar (the miniatures are brand-new for Shadespire) but the game itself is a departure. Decks of cards fuel the action, with customisation of your deck key to advancing your strategy, lending a highly competitive edge to games. Join us, as we venture into Shadespire...

The Shadespire Core Set provides two warbands plus all the cards you need to get building your own decks. Future expansions – coming very soon – will add more warbands and more cards which add to the game's variety and tactical complexity.

### STEP 3: DRAW CARDS

Each player has a deck of objective cards (B) and a deck of power cards (C). The power deck includes two types of card – upgrades and plays. Plays are tricks or manoeuvres that give you an advantage when played. Upgrades are a little different. You need to pay Glory points to use them, and many are restricted to a particular fighter. Once played, though, upgrades will enhance a fighter's abilities for the rest of the game. The other deck is made up of objective cards, which allow you to score Glory points for meeting the conditions on the card – holding objectives, killing opposing fighters in certain ways or making certain actions. At the start of the game, each player draws five power cards and three objective cards.

The Core Set includes ready-to-use decks for both the Stormcast Eternals and Khorne Bloodbound. After a few games you'll want to start building your own decks – this is a big part of mastering the game. The Core Set includes an extra set of cards for you to begin building your own deck with, and future expansions will include many more.



Play card



Upgrade card



Objective card



Stu and Jonathan pick their warbands – Stu opts for Garrek's Reavers and Jonathan picks Steelheart's Champions.

Having lost the first roll-off, Stu chooses his game board first (1), taking one with a long line of blocked hexes to stop Jonathan from using it. Jonathan goes for an open game board – before placing it so as to create a bottleneck on Stu's advance (2).

Next, the pair draw the objective tokens – Stu places two deep in his territory (3 and 4), given the comparatively slow speed of the Stormcasts, but adds one on the border (5) to lure Jonathan away from his own objectives (6 and 7).

### STEP 4: PLACE MODELS

With the objective tokens placed and cards drawn, the players roll off again. The winner chooses which player will place a fighter first, and that player places their first model in a starting hex (marked with the Underworlds symbol) inside their own territory (that is, their game board). Each player then takes it in turns until both warbands are arrayed ready for battle.

Each fighter is represented by a card, which it's handy to keep at the edge of the board. A fighter's card presents their characteristics and attacks. Every fighter has at least one type of attack (1) and some have two. Each fighter also has an Inspire condition (2) on their card – achievements or events which will cause the fighter to become Inspired. When this happens, flip over their card and use the second, more powerful set of rules there. Characteristics include Move (3), Defence (4) and Wounds (5). The card also offers a fighter's story (6) or will list any additional abilities if they have them.



### THE BATTLE

Once cards have been drawn and the fighters have been placed, all that remains is to reveal the objective tokens by turning them over and then it's onwards to the battle proper!

Turn the page to see how a game of Shadespire is fought out, and how Stu and Jonathan's warbands fare in their own clash in the ensorcelled ruins of the Mirrored City.



## ROUND ONE: THE BLOOD-SOAKED CHARGE INTO THE BULWARK OF SIGMAR

A game of Shadespire is played over three rounds in which players get to activate their fighters to take actions like Move, Charge or Attack, play plays and upgrades and score objectives. Each of these rounds is in turn made up of an action phase and an end phase. In each action phase, each player is allowed to make four activations. This number isn't tied to the number of fighters, so players can activate some fighters more than once or may be forced to leave

others unused. Each activation allows a player to make an action – such as Move, Charge or Guard – with one of their fighters. After each activation, there's a power step in which both players can play cards, before play passes to the other player. After both players have taken all four activations, it's the end phase, where you can draw and discard cards, claim objectives, accumulate Glory and ready for the next round.

In Stuart's first action phase, he Charges Garrek Gorebeard into Severin Steelheart (1). A Charge action is doubly useful as it means a fighter can perform both a Move and an Attack action in one activation, although the same fighter may not be activated again in the same round.

Garrek's attack roll proves to be a failure, but it was still worth Jonathan rolling his defence dice, as Steelheart becomes Inspired if he rolls a block or a critical symbol in his defence roll.

In Jonathan's first activation, he moves Obryn the Bold onto objective 3 (2). Each fighter can make a single Move action in a round – they can move a number hexes equal to the Move characteristic on their fighter card. Fighters who move cannot charge in the same round. A Move token is placed beside them as a reminder.

In Stuart's second activation, he charges Karsus the Chained into Angharad Brightshield (3). Karsus's attacks inflict a single wound (indicated by placing a Wound token on Brightshield's fighter card). Stu could drive Brightshield back, but decides against it, keeping her close in case he wants to charge another one of his fighters in, using Karsus to support any attacks.

In response, Jonathan puts Brightshield on Guard (4) meaning she would count both Shields and Dodges as successes when defending attacks.

### DICE

There are two sets of dice in Shadespire – five attack dice and three defence dice – used to resolve Attack and Charge actions, as well as for making roll-offs. Different attacks and different forms of defence require different symbols on the dice in order to succeed. (See 'Attacks', opposite.)



**ATTACK DICE**  
Critical success



Attack symbol  
– Smash



Attack symbol  
– Fury



Support symbols



Support symbols



**DEFENCE DICE**  
Critical success



Defence symbol  
– Block



Defence symbol  
– Dodge



Support symbols



Support symbols

### ACTIVATIONS

Each player is allowed to make four activations in the action phase, with players taking it in turns to make one activation each. To keep track of how many activations have already been taken, each player has four activation tokens (A), which can be flipped over after each activation.



Activation token Spent activation token

### COUNTERS

Counters mark which fighters have taken certain actions, either because these actions cannot be repeated in a round (Move, Charge) or have a continuing effect (Guard).



Move/Charge token



Guard token





## ACTIONS

There are four actions available to any fighter in the game: Move, Charge, Guard and Attack. The last of these, Attack, is really a category of actions since each fighter has their own attack actions and some have more than one to choose from. Garrek Gorebeard, for example, can make a Blooddrinker Axe attack while Angharad Brightshield can make a Sigmarite Hammer attack. In addition, some fighters have their own special actions (shown on their fighter card) which they can use instead of one of the actions above, while other special actions are provided by the upgrade cards you play on your fighters, such as Brightshield's Righteous Strike upgrade.



In his third activation, Stuart charges Blooded Saek into Obryn the Bold (5) and causes three wounds.

In his next activation, Jonathan has Obryn attack Saek in return (6), flattening the Bloodreaver in a single blow from his sigmarite grandhammer, doing two wounds thanks to a critical success in his attack, which allows Obryn to ignore any of Saek's attempts to dodge.

Stuart moves Arnulf (7) up towards his other fighters with the aim of marshalling them into a single line rather than sending them against the Stormcast Eternals one by one. Alone, they're no match for the Stormcast Eternals, but with support from their fellow fighters, they might be.

In the final activation of the first round, Jonathan has Brightshield attack Karsus the Chained (8) – despite Jonathan rolling three successes, Stuart manages to roll a critical success for Karsus's defence roll. A roll of a Critical always wins and cannot be trumped except by another critical result, so Karsus is unharmed.

In the end phase, Jonathan manages to score the Secure Objective 4 card, granting him a single Glory point. He earns another for killing Blooded Saek. By contrast, Stuart fails to score any objectives or acquire any Glory points.

Jonathan chooses to spend one of the Glory points so far earned (it will still count towards his total for the game) to play an upgrade card from his hand – Great Strength, which he plays on Severin Steelheart. This gives Steelheart +1 Damage to all attacks within a range of one or two hexes, meaning there's now not a single member of Garrek's Reavers Steelheart can't kill with a single blow!

## ATTACKS

Whatever attacks a fighter can make, they are resolved – predictably enough – using the attack dice. The attacking fighter chooses an enemy fighter within range of the attack, then rolls a number of attack dice equal to the attack's value. There are two types of attack – Smash, represented by a hammer symbol (🔨) and Fury, represented by crossed blades (⚔️) – and any dice which match the attack's type will score a success. The defending player rolls a number of defence dice equal to their Defence characteristic. There are again two types of defence – Block (🛡️) and Dodge (🏃) – and dice matching the appropriate symbol score successes for the defender. The attacker needs more successes than the defender to cause damage, though may drive them back in the event of a draw as long as the attacker scores at least one success.

## CRITICAL SUCCESSES

Critical symbols (💥) also count as successes for both attackers and defenders. If the attacker scores more critical successes, the attack automatically succeeds while if the defender scores more critical successes than the attacker the opposite is true – the attack automatically fails.

## DAMAGE

The attacker's fighter card shows how many points of damage an attack will cause if it succeeds. As there are two Smash symbols (🔨) on the attack dice, Smash attacks are more likely to succeed, but you'll typically find that Fury attacks (⚔️) do more damage. The defender receives a number of wound counters equal to the attack's damage. Once the number of wound counters on a model is equal to their wounds characteristic, they are out of action.



## ROUND TWO: THE RUINS RUN RED WITH THE BLOOD OF THE FALLEN

Each game round in a game of Shadestpire ends, appropriately enough, with the end phase where players can score objectives (earning themselves valuable Glory points), play upgrades on their fighters, discard cards and replenish their hands, ready for the next round. This isn't just a mechanical process – the key to the end phase is taking stock of the battlefield, weighing up the dangers and opportunities to formulate a plan for the next round.

This is particularly relevant when it comes to choosing which cards to discard. Some decisions are simple: if you've lost a fighter, you'll want to discard any upgrades restricted to that fighter. With objectives, it's trickier – maybe one of the objective tokens you need to secure is held by your opponent, but there might be an opportunity later in the game, so do you keep the card or not? And there's no knowing what you'll draw instead.

In his first activation of the second round, Stu moves Targor (1) onto objective 4, having drawn the Secure Objective 4 card in the previous end phase. Fearing he will lose another fighter in Jonathan's first activation, Stu plays the play card Insensate – the next attack against his fighters will only be able to do a single wound. Jonathan then uses the play card Sidestep, moving Severin Steelheart (2) closer to Brightshield.

In Jonathan's first activation, he attacks Karsus with Brightshield (3). Not only is the attack successful (albeit mitigated by Insensate) but it also allows Jonathan to drive Karsus back, meaning Karsus will have to charge in to use his stronger attack or rely on his weaker ranged one.



### REACTIONS

Reactions are effects you can trigger when certain conditions are met ('after an Attack action', for example). You can do so by playing an appropriate play card (like Tireless Assault) or by using an ability on a model's fighter card (such as Brightshield Inspired's Furious Parry) or an upgrade you've already played on them.



### POWER STEP

After each activation has been resolved, there's a power step in which both players get an opportunity to play power cards. Many will be plays – a handy way of setting yourself up ready for your next activation, or leaving your opponent a tricky situation to deal with in theirs. You can also play upgrades. Try to think about what might happen in the rest of the round when it comes to playing power cards, though – you might want to keep a few tricks up your sleeve.



Stuart's following activation, he has Karsus use that weaker ranged attack (4) – carving through Brightshield's armour with a pair of critical successes. With no cards to play in the power step, Stu passes, letting Jonathan use the play card Righteous Zeal, adding a point of damage to the first Attack action in his next activation. Boosted by Righteous Zeal, Jonathan has Obryn the Bold charge Garrek Gorebeard (5). With Obryn supported by Steelheart (see below), the Bloodreaver champion is taken out of action.

Jonathan then follows up in the power step with the play card Confusion – allowing Brightshield and Steelheart to swap places (6) so that the wounded Stormcast is supported by her fellows. Stuart uses the play card Khorne Calls, which adds one attack dice to the next Attack action any of his fighters make in the next activation.

Stuart then has Arnulf charge the wounded Angharad (7) – her going out of action then triggers the Inspired effect on the remaining

Bloodreavers, as well as letting Stuart play Skulls for the Skull Throne play card. As a reaction play, it is used when its triggering effect occurs – in this case an enemy fighter going out of action as a result of one of your fighters' attack actions. The result is that Stu can add two power cards to his hand – the play cards Blood Rain and Final Blow.

In the power step, Jonathan uses the play card Peal of Thunder to push Arnulf back (8).



## SUPPORT

Fighters can support each other, raising the chance of successful attacks and defences. If you have a fighter next to an opponent in combat, you gain support. If you have one more supporting fighter than your opponent, you count the ☞ symbol as successes. If you have two supporting models more than your opponent, you also count the ☞ symbol. If it's equal no one gains an advantage.

## BECOMING INSPIRED

As you'll have seen earlier, each fighter has a card which shows their characteristics, attacks and any special abilities. Each fighter's card also includes an Inspire condition, representing events that will drive the fighter into a heightened state of noble fury or blood-thirsty rage. When this condition is met, flip the card over to reveal their boosted powers, which the fighter will use for the rest of the game. In the case of Garrek's Reavers, all the Bloodbound fighters become Inspired when at least three fighters are defeated – whether enemy fighters or not! After all, Khorne cares not where the blood flows.



Angharad Brightshield's fighter card



Brightshield Inspired

Jonathan charges Steelheart into Karsus (9) in the third activation. The Bloodreaver dodges but is forced back again (10).

For Stu's final activation of the round, he has Karsus charge into Steelheart (11) – he manages to roll a critical success for his Attack action, but Jonathan rolls a pair of critical successes for his Defence roll.

Jonathan finishes the round by discarding an objective card and draws a fresh one – in this case Lightning Strikes – in the hope of having an objective card he can complete before the round's end.

At the end of the second round, Jonathan scores two Glory points for achieving Slayers of Tyrants by killing Garrek, while Stu gets his first Glory points by completing Hold Objective 4 and taking Brightshield out of action – but Jonathan is ahead. He chooses to hang onto his objective cards, while Stu discards Hold Objective 1, feeling the objective card is a lost cause.

Both players have Glory points to spend on upgrade cards at the end of the round. Jonathan uses his to give Steelheart a Lightning Blade (a third attack), while Stu chooses to give Karsus the Chained Whirlwind of Death – boosting the damage of Karsus's attacks.



## ROUND THREE: THE LAST DANCE OF BLADES IN THE MIRRORED CITY

The final round is a last chance to score any objective cards, capture any objective tokens on the battlefield (handy both for scoring objective cards and in the event of a tie) and generally launch any last-ditch gambits in pursuit of victory. A well-crafted strategy (and deck) will give a player options in the final round (assuming they get the luck of the draw, of course). Other times, you may have to attempt whatever objectives you have in your hand.

At the end of the third round, the end phase occurs as normal, with players scoring any objectives achieved in the final round. After this, the player with the most Glory points wins the game. You can win even if all your fighters have been taken out of action, so putting them in harm's way to make a desperate, last ditch attempt at scoring an objective may well be worth it. To you, that is – not so much to them.

Taking the first activation of the final round, Jonathan has Steelheart attack the heavily wounded Karsus (1). While the final result isn't really in doubt, Stuart has a nasty surprise for Jonathan in the form of Final Blow – the play card deals a point of damage to an enemy fighter who takes one of your own fighters out of action. While Karsus is now out of action (and Stu's warband grows smaller), another of Jonathan's handful of fighters is brought that much closer to going out of action.

In the power step, Jonathan uses the play card Healing Potion on Obryn, rolling a critical success and healing two of his wounds.

With his warband looking thinned out, Stuart moves Arnulf (2) – hoping to set up an end-game deluge of Glory points by having his warband in enemy territory, in line with the requirements of the objective card Conquest.

In the power step, Jonathan uses the power card Unstoppable Strike, granting the next attack one of his fighters makes the Cleave ability. While Cleave attacks are normally only useful against enemies who use Block symbols for defence (which the Bloodreavers don't use), Jonathan notices Stu's play is now far more defensive – should any of the Bloodreavers go on Guard, Cleave will cut straight through their meagre armour – not even Guard will protect a fighter against an attack with Cleave.

### GLORY POINTS

Scoring objectives secures Glory points. Not only will these be used to determine a winner, but you can also spend them along the way to upgrade your fighters. You'll know what upgrades you have in your deck, so it's sometimes worth waiting rather than spending Glory to play the first upgrade you get. This could cost you opportunities soon after.



Glory point token (unspent)



Glory point token (spent)





In Jonathan's second activation, he has Obryn charge Arnulf (3) – who initially dodges the strike. Jonathan then uses the ploy card Tireless Assault, letting him attack again. On the second attack, Arnulf isn't as agile and is taken out of action. This also fulfils the requirements of the objective card Lightning Strike – giving Jonathan another Glory point.

With only one fighter left, Stuart moves Targor to the far end of Jonathan's territory (4) – well out of

the range of any of the Stormcasts' attacks, even if they move in.

With the Denial objective card no longer achievable, Jonathan discards it and instead draws Sigmar's Bulwark – which grants a single Glory point if his fighters finish an action phase without taking any damage.

Stuart chooses to have Targor go onto Guard (5), on the off-chance Jonathan has a ploy card in his hand that would close the gap between

Bloodreaver and Stormcasts.

Instead, Jonathan uses his last activation to move Steelheart onto Objective 1 (6).

With nothing else he can do, Stu discards the now-useless Annihilation objective card – and, to his irritation, instead draws the equally useless Hold Objective 3 card.

With the game over, all that is left was for the players to tot up final scores.

Jonathan has two Glory points from previous rounds, four from taking four of Stuart's fighters out of action, and has gained an additional three from achieving Lightning Strikes, Sigmar's Bulwark and Hold Objective 1. Stuart has two Glory point from earlier, and completes Khorne Cares Not, which requires at least five fighters to be out of action in an end phase, and Conquest, which requires all of Stu's fighters being in enemy territory by the end of the game. The two objective cards give him five Glory points, granting him a total of seven. Victory is Sigmar's this day. While Stu's loss could be seen as a punishment from Khorne for his cowardly ways, it was still a close game – it goes to show that with the right objective cards early on, you can build up a lead that can be hard to dislodge. And you can even secure victory without spilling a single drop of blood – if you have the right objective cards in your hand!



## OBJECTIVES

You'll score objectives throughout the game in Shadespire, often in the end phase but sometimes immediately. The objectives you have in your deck, and in your hand, play a big part in informing your strategy. If you can do it, coming up with ways of scoring multiple objectives in quick succession is particularly fruitful. Changing tack to chase a new objective, however, can be risky.



## ESCAPE FROM THE MIRRORED CITY?

Alas, there's no escape from the Mirrored City of Shadespire, so your fighters can expect to be taking to the battlefield again soon. You'll want to play a few games using the ready-made decks in the Core Set and then the next step is building your own deck, tailor-made for your own preferred strategy. Shadespire is ideally suited to competitive games (if that's your thing) and the rules offer a best-of-three matched play variant. So, give the Core Set a try and check out next month's issue where we'll look at the first round of expansions and some strategies for building your decks.



**DESIGNERS' NOTES**

# THE SONS OF MORTARION

Designers' Notes is the part of the magazine where we chat to the sculptors and games designers about their work. This month, Maxime Pastourel talks to us about the new range of Death Guard miniatures, while the games designers tell us about the new codex.







**O**f all the armies that seek to conquer the stars in the 41st Millennium, the Death Guard are truly the foulest and most corrupt. Made monstrous by their patron god Nurgle – lord of plagues and grandfather of disease – they are decay and entropy made manifest, living icons of hopelessness and despair. Once noble Space Marines loyal to the Emperor of Mankind, they fell to the predations of Chaos, driven by their own wretchedness into the arms of the Lord of Decay, where they festered like a sickness. They became bloated with Nurgle’s rot, their once-glorious armour and gene-enhanced bodies melding together into a hideous parody of the Adeptus Astartes. Ceramite became pitted and weapons rusted, flesh sloughed from bones and hideous mutations were rife. For 10,000 years the Death Guard have endured this living hell of their own making, a canker in the warp that is a constant and terrifying blight on the Imperium.

Bringing such an iconic faction of the Warhammer 40,000 universe to life in miniature form was quite an undertaking and, in the end, the Death Guard project involved no fewer than nine miniatures designers. The first designer to join the project was Maxime Pastourel, who has been a fan of the Death Guard and Plague Marines for many years. We even featured his own army – the Plaguebones – in White Dwarf last year. We asked him what it was like starting such a grand project.

“The Death Guard have been a staple part of the background of Warhammer 40,000 for many years,” says Maxime, “so there was definitely a degree of responsibility when it came to this project, making sure that whatever we came up with was respectful to the imagery we’d established for them over the last 25 years. It was also phenomenally exciting. To me, Plague Marines are super cool, so getting to work on a whole new range of them was a dream come true! I was asked if I’d like to come up with a few concept sketches and mock-up models first, just to get an idea what we could do with the rank-and-file troops – the Plague Marines. Then we looked at how many of the ideas we could feasibly bring to life as miniatures.

“One of the most important elements for me when it came to conceptualising the miniatures was to reintroduce some of the Death Guard imagery that was present in the art and the miniatures from the ’90s,” continues Maxime. “Jes Goodwin’s original Death Guard model from 1991 hit so many of the right notes – the smashed Mk. III helmet, the bloated stomach, the slouched pose, the gloved gauntlets, cloven feet and ancient armour – they all work together to build up the easily recognisable form of a Plague Marine. So that was my starting point,



### MAXIME PASTOUREL

Maxime has been a Death Guard collector for years and owns a heavily converted Plague Marine warband he’s called the Plaguebones. He was the first miniatures designer in the Studio to start working on the new Death Guard models and created many of the concept pieces you’ll see on the following pages.

### BARBARUS

Barbarus was the original home world of the Death Guard, a feral planet shrouded in toxic fog that even their Primarch Mortarion could not breathe. Before he could liberate the people of Barbarus from the warlords that ruled over them, Mortarion first had to conquer the fog.

“The background of the Death Guard was a key factor in the design of the models,” explains Maxime. “The people of Barbarus had to engineer new equipment and modify their wargear to be able to survive the corrosive atmosphere of their world, and it was a practice the Death Guard inherited when they became a Legion. A lot of the new models still carry that old wargear – they have gas masks and rebreather tubes fitted to their helmets and their armour and backpacks often feature extra pipes, cables and exhausts where they have been rebuilt or modified. These modifications also extend to their new wargear, such as the malignant churn on the Foul Blightspawn – it’s welded quite crudely onto his armour and the crank handle sticks through his guts. It’s all quite rudimentary, like everything’s been repaired on the go.”





# DESIGNERS' NOTES

## WHO SCULPTED WHAT?

The Death Guard range is huge, with nine designers contributing to the project. Here's who sculpted each of the new kits.

### MAXIME PASTOUREL

Having created concept sketches and mock-up miniatures for much of the range, Maxime went on to sculpt Mortarion, the Icon Bearer, Death Guard Champion, Tallyman and web-exclusive miniatures.

### ALY MORRISON

Veteran sculptor Aly Morrison was let loose on the monstrous Biologus Putrifier...

### DARREN LATHAM

...while Darren Latham worked on his partner in grime, the equally unsavoury Foul Blightspawn.

### MIKE FORES

Mike is the chap you have to thank for the multipart plastic Plague Marines and Mortarion's eyes and ears on the battlefield – the Deathshroud Terminators.

### STEVE PARTY

The hideous floating nightmare known as the Foetid Bloat-drone is the work of Steve Party. We especially like the fleshmower upgrade.

### SAMIR BATTISTOTTI

Samir worked on the sinister Plague Surgeon, his design inspired by John Blanche's concept sketches.

### NIC HO

The hulking Daemon engine known as the Plagueburst Crawler is the work of Nic Ho, who has designed quite a few Warhammer 40,000 vehicles over the years.

### GAVIN NEWTON

Before moving to join the Forge World Studio, Gavin created the Blightlord Terminators. What a parting gift!

### GAKU MATSUBAYASHI

Gaku's contribution is the mighty Typhus. And another model, but we can't talk about that just yet...

really – riffing off that first model while adding in elements from the art (Mark Gibbon's classic Plague Marine piece), the models that came out in the late '90s (especially the gas mask helmets), Mk. III power armour, the Putrid Blightkings and Maggoth Lords from Warhammer Age of Sigmar... well, the whole Nurgle range, come to think of it, and, by extension, all the influences those models drew on, such as the old Realm of Chaos books. And, importantly, ideas and snippets of information from the background that had never been shown on the miniatures before."

So how did Maxime's concept pieces for the Death Guard infantry contribute to the Death Guard range? "Well, concept pieces are there to establish ideas, not finalise designs," says Maxime. "Some of my drawings (shown over to the right.) never made it into miniatures, but elements of them did. The curved spikes on the shoulder pads, for example, can be found on the Bloat-drone, and so can the single-eye visor. The shard-like spines appear on the Blightlord Terminators while the chainmail armour, leather straps, mutated plague knives and ragged capes appear on lots of the models, giving the range a unified feel. The great thing about all these details is that they

all have different textures, which give you loads of exciting painting options. That's always an important consideration for us when designing a miniature – what a painter will get out of it. The slow, plodding walk was also a must for me. The Death Guard don't run anywhere – they'll get to you in their own time."

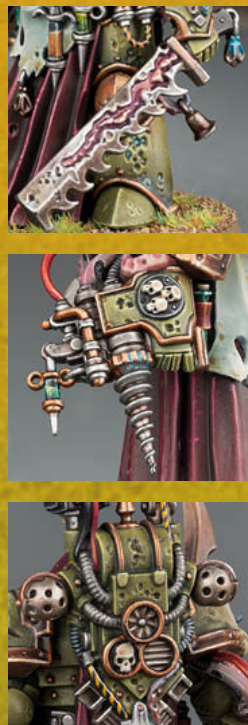
But what about those ideas from the background that Maxime mentioned? We quizzed him further on this. "During the Great

**"... the notion of the fallen knight can be seen in the design of the Mk. III helmets and in the corrupted heraldry."**

Crusade, the Death Guard were renowned for their resolve and stubbornness, which is why they were thrown into some of the most hostile war zones imaginable," says Maxime. "They had to customise their armour to survive those environments and the fact they never backed down in their campaigns meant they would often be in the field for months at a time, making provisional battlefield repairs to their equipment and armour. These were elements of the Death Guard we'd never really explored before – we'd always focused on the plague ►

## FROM CONCEPT TO REALITY

**John Blanche, Games Workshop's long-time art supremo, also contributed to the design of the Death Guard with several concept pieces. His illustration to the right was the inspiration behind the Plague Surgeon sculpted by Samir, which is both taller and more emaciated-looking than other Death Guard models. Lacking the traditional bloated gut of the Plague Marines, and with a long hooded robe, he looks less like an Apothecary and more like a reaper which, of course, he is.**







The Plagueburst Crawler is a low, heavily armoured Daemon siege engine. It shares design elements with the Kataphron Servitors, but its curved shape is similar – appropriately we think – to a slug!

► and sickness aspect – and we wanted to combine them with the traditional look of the models to give the Death Guard a more cobbled-together, ramshackle appearance than other Chaos Space Marines.” And Maxime and the team have certainly done that. Look closely at the miniatures and you’ll notice bullet craters and gouges in their armour from previous battles, leather straps and bare metal plates holding armour panels together, helmets modified with gas masks, rebreather pipes and cables, mismatched gauntlets, missing rivets, chainmail cloaks and additional exhaust pipes and tubes sprouting from backpacks.

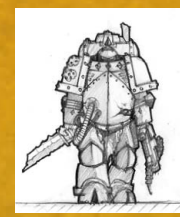
But that idea of constant warfare, of repairing and rebuilding, was just one of the ideas that drove the look of the Death Guard miniatures. “When we started talking about the Death Guard we came up with a list of different themes to help explain them,” says Maxime. “Trench warfare was one of the major ideas we had – the gas masks, stick grenades and leather grenade harnesses are a clear sign of that. Also, the notion of the fallen knight can be seen in the design of the Mk. III helmets and in the corrupted heraldry. There’s the image of death – the robed and cowled reaper – and the legion’s background in heavy industry, which is most evident in their wargear and backpacks.

They’re functional not decorative, unlike those of the Thousand Sons, for example. And, of course, there is Nurgle’s influence on the Death Guard – excessive mutations, bony or tree-like growths, suppurating wounds, hints of daemonic infestation and so on.”

Most of the Death Guard models combine several aspects of these ideas – the Blightlord Terminators sculpted by Gavin Newton are unusual in that they tend to explore just one idea each. “We envisaged them as characters in their own right,” explains Maxime, “each one epitomising an aspect of the Death Guard. One of the Terminators is a massive brute who’s exploding out of his armour because of his mutations (the Studio built him carrying the huge flail of corruption, which fits his frame perfectly). Another is turning into a fungal forest with horns, worms and maggots spewing out of him. There’s one that’s more industrial with pipes and gears and cables, while one is turning into a fly – a sure sign that he has been blessed by Nurgle! The Foetid Bloat-drones are similar in that respect as they also embody different aspects of the Death Guard – one is clearly more thoroughly daemonically possessed, with teeth and bone horns sprouting from its armour and flies hovering around it, while another – the one with the fleshmower – looks more like an armoured ►

## THE SEVEN FACES OF DECAY

Maxime loves sketching out his ideas before starting a project. Here are just a few of the concept sketches he made of the Death Guard infantry, which combine older Death Guard designs with new elements such as mutated plague knives, backpack exhaust pipes and modified helmets.





# DESIGNERS' NOTES

## THE BRINGERS OF BLIGHT

"My goal with the Foul Blightspawn was to create a truly unwholesome model," says Darren. "There's a flow of energy to the model running from the crank in his stomach through the pistons and up into his backpack, then through the churn and down into his plague sprayer, which he's using to fill the head of a grenade held by a Nurgling. He's then holding another grenade in his other hand, which is having the pin pulled out by a questing tentacle. I wanted him to look bizarre and kind of manic, hence the elongated helmet, which is reminiscent of a horse's gas mask."



Gavin designed each Blightlord Terminator to have a story behind it, each one exhibiting a different aspect of the Death Guard. They convey stories of mutation, fallen knights, heavy industry and corruption.





► bunker, with a tiny vision slit, spiked blades on its carapace and a heavily reinforced gas mask. “The idea of having lots of different aspects of the Death Guard helped us develop the characters in the range,” continues Maxime. “We didn’t just want them to be analogues of Space Marine characters – they needed to fit in with what the Death Guard had become after 10,000 years of war. There are a few characters such as the Lord of Contagion, Malignant Plaguecaster and Plague Surgeon that are comparable to a Captain, Librarian and Apothecary, but they all have their own look on top of their role. The Lord of Contagion, for example, wears heavily repaired and rebuilt armour – he’s a scavenger, really – and while the Plague Surgeon once had the role of an Apothecary – he still carries a lot of the same equipment – now he’s more of a butcher.

“Then there are the other characters. The Noxious Blightbringer plays the role of the herald of death, with a tolling bell marking the arrival of the Death Guard, while the Tallyman is a play on both Mortarion’s and Nurgle’s love of order. He’s a scribe, casualty counter and droning orator all at the same time. There’s an arcane, daemonic feel to him that helps convey the weird nightmare reality that the Death Guard exist in. I mean, who goes to war with an abacus and a tick list of diseases? The last two – the Foul Blightspawn and Biologus Putrifier – show off the Death Guard’s talent for

invention and also their affinity with chemical warfare. Obviously the way the Death Guard use biological weapons has changed a bit since the Horus Heresy, but the tradition of the Destroyer squads is still very much alive in these two. They are chemical and biological weapon experts – mad scientists, really – that have pushed their talents in a truly foul direction, combining warp energy, corrupt physical matter and even sorcery to create their concoctions.”

**“There’s an arcane, daemonic feel to him that helps convey the weird nightmare reality that the Death Guard exist in.”**

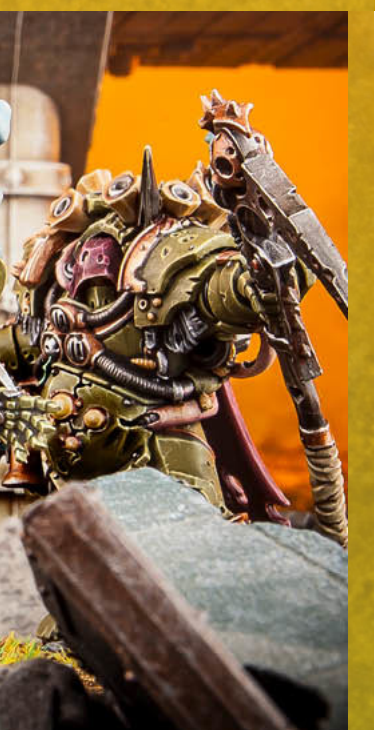
Of course, we couldn’t talk to Maxime about the Death Guard without asking about Mortarion, their Daemon Primarch. “Mortarion is the culmination of all our work, a combination of all the ideas we cooked up over the course of the project. As the Primarch of the Death Guard he takes all the corrupt and horrific elements of his debased sons and pushes them a step further. He’s not so much the epitome of the Death Guard – the Plague Marines are that – but more of a caricature, taking all the very worst aspects of Nurgle’s influence on the Legion and ramping them up to the next level. He’s gone beyond spreading plague, sickness and misery, he’s become death incarnate.”

## IRON ARMOUR

Mortarion’s preferred method of warfare has always been brutal frontal assaults, using masses of infantry rather than lightning attacks to grind down the enemy. In the early days of the Great Crusade many legionaries still wore Mk. II power armour, but the creation of the heavily reinforced Mk. III suit – Iron Armour as it came to be known – pleased Mortarion greatly. It enabled his warriors to advance into the face of the enemy relatively unscathed. Though many Death Guard have modified their armour in the 10,000 years since the crusade, or repaired it with components from later marks, most still wear their ancient suits of Mk. III armour beneath countless layers of corruption, disease and decay.

## TYPHUS, HOST OF THE DESTROYER HIVE

“There’s a real love among hobbyists for Jes Goodwin’s classic Typhus model,” says Gaku, “so I had a lot to live up to with this version. I took a lot of details from the original model, such as the design of his manreaper, the fly symbol on his shoulder, the Nurgling hanging from his guts and even the missing rivets on his gauntlets. I also picked a few details from Forge World’s Calas Typhon model, such as his shoulder pads and greaves, to help reinforce his background. I decided to give Typhus a more heroic pose this time around, too – as if he’s commanding an army forward or unleashing the Destroyer Hive. Incidentally, you can build Typhus with or without his cloak of flies and smoke – whichever you prefer.”





# DESIGNERS' NOTES



## THE GAMES DESIGNERS

Every codex is written by a team of games designers. Robin Cruddace – the current Warhammer 40,000 overlord – oversaw the project, with new recruit and former army painter James Gallagher writing the rules for the codex. Meanwhile, in a cesspool of filth and misery, Andy Clark set about immersing himself in the background of the Death Guard.

## MAY ROT BEFOUL AND PUS INFECT

No new army would be complete without a codex to explain what they're about and how they work on the battlefield. Read on to find out more about Codex: Death Guard.

Codex: Death Guard is the first standalone codex for the Traitor Legions, making this month an exciting time for fans of all things Chaos. Here, the writers discuss how the background for the Death Guard inspired the rules for the miniatures and how, in turn, the rules spawned new background for Nurgle's favoured sons.

**Andy Clark:** The Death Guard are one of the most popular Traitor Legions, both among hobbyists and us writers, so it was really exciting when we saw the new models. It's a really inspiring range, which made writing about them so much fun.

**Robin Cruddace:** There's a lot of character to the Death Guard – there's a gallows humour to them that translates really well to background writing and unique rules. The miniatures designers also created a plethora of unusual characters, which were really exciting to write about and explore.

**Andy:** Of all the Traitor Legions, the Death Guard have clearly fallen the furthest

physically, but they're probably the closest to what they once were in terms of organisation and force disposition. They managed to escape the Siege of Terra relatively intact and are still a coherent force in the warp, with better organisation and discipline than other Legions. The background also helped inform the special rules for the army.

**"The Death Guard are formed into seven Plague Companies, each of which is the host of its own unique disease."**

**James Gallagher:** Like with the Inexorable Advance special rule, which allows Death Guard infantry to rapid fire at longer range – it's based on Mortarion's preference for slow and gruelling infantry assaults. Combine that with their Disgustingly Resilient ability – which means they can shrug off even the most grievous wounds – and you've got a force that can soak up so much damage and dish it out, too. ►

## THE FIRST CODEX HERETIC ASTARTES

"This is the first time we've ever made a standalone codex for a Traitor Legion," says Robin. "It's an incredibly exciting time for us because we can finally do for the heretics what we've been doing for the Blood Angels, Space Wolves and Dark Angels for years. The codex includes 33 different unit types, many of which are unique to the Death Guard – that's comparable to most other established armies. A lot of thought and time has gone into making them a coherent, viable and competitive force on the tabletop. On top of this, the codex also includes loads of warlord traits, stratagems and Relics of Decay. It paves the way for the future of the Chaos Space Marines."







A Battle-forged army made up entirely of Death Guard has the Inexorable Advance special rule, making its infantry deadly at mid-to-short range. Beware the bolters of the Death Guard.

► **Robin:** The Death Guard are unusual in that respect. Most resilient armies are just good at surviving. The Death Guard can kick out some serious damage at short and medium range.

**Andy:** They've got a lot of unusual high-impact weaponry, too, such as the chemical weapons carried by the Foul Blightspawn and the Biologis Putrifier. The Death Guard relied heavily on chemical, radioactive and biological weapons during the Horus Heresy, and it's only fitting that that tradition continues into the present, albeit heavily influenced and corrupted by Nurgle. It was great fun taking elements of the Death Guard's history and using them to shape the Legion's story in the present.

**James:** That history, again, really influenced the rules, too. For example, the Deathshroud Terminators have a similar role to the one they had during the Horus Heresy, inspiring nearby troops to fight harder – through fear if nothing else – and ensuring that the warlord they've been sent to watch over comes to no harm.

**Robin:** And they're incredibly powerful, too! James made the Deathshroud truly monstrous, which is only fitting considering they're meant to be Mortarion's hand-picked troops. Just one of them could take on an enemy hero and win, so a unit of them should be rightly feared.

**James:** The Blightlord Terminators are only marginally less scary as they have an Aura of Rust that starts to eat away at the enemy's

armour. We wanted to give the more specialised units something special to do, a unique ability that was fun and characterful without being too strong.

**Andy:** It's rules like this that then re-inspired the Legion's background. The Death Guard are formed into seven Plague Companies, each of which is the host of its own unique disease. One carries a rust plague, another a blood sickness, a third suppurating pus wounds. And they all tie into the Technical paint range, so you can use these to paint those effects on your models.

**Robin:** I think we'd be remiss if we didn't mention Mortarion. He went through a lot of playtesting to make sure he was powerful but not overpowered. We were worried he'd end up too similar to Magnus in terms of his rules, which we didn't want – they're nothing like each other.

**James:** Magnus is very much a solo piece on the battlefield – he's arrogant and self-obsessed and all about psychic powers. Mortarion is more of a control freak, a pervasive influence on everything around him, and a much better commander than Magnus – he's far better suited to supporting his army than his brother is, which means you're encouraged to use him in a different way. It's also quite funny that Mortarion hates psykers, yet he is one himself. I love that cruel irony. ☠

## DEATH GUARD STRATAGEMS

**Robin:** There are 14 stratagems in Codex: Death Guard. Some of these are the same as those found in Codex: Chaos Space Marines, which is only natural, really, considering that's what the Death Guard are! But a lot of them are unique, enabling you to bring the horror of the Death Guard that you've read about in their stories to the battlefield. You can inflict Nurgle's Rot on nearby enemies, for example, or seek Grandfather's Blessing to restore vitality (of a kind) to your units. Putrid Detonation – when one of your vehicles explodes in a shower of pus and gore – is particularly entertaining. Like in most codexes, there's also a stratagem to include more relics in your army, and the Death Guard ones are, as you'd expect, pretty filthy. Most of them inflict mortal wounds which, as you've probably realised by now, are horrible!



# 30 YEARS OF GOLDEN DEMON

Way back in 1987, Games Workshop hosted the first Golden Demon painting competition. In the 30 years since, it has become one of the most well-known and prestigious miniatures painting contests in the world. We asked some renowned painters why that might be.



### DARREN LATHAM

Darren Latham is the foremost expert on Golden Demon, having been a judge at the painting competition for many years. He's also well known for being a superlative painter, having worked in 'Eavy Metal for many years before trading in his brushes for sculpting tools to become a Citadel miniatures designer.

### WHEN I WAS A NIPPER...

"I remember when I was a kid, poring over the Golden Demon winners in White Dwarf and thinking 'I'm never going to be able to paint like that'," says Darren. "It was always an aspiration. One of my earliest memories from Golden Demon was seeing a Warhammer Giant painted by Paul Robbins. He won the Slayer Sword with it in 1991 and I thought it was so cool. I actually met Paul at Warhammer Fest this year and he was there with his son, who was entering Golden Demon. It's amazing to think that Paul inspired me to paint better, and because of that I started working for Games Workshop and now his son paints models that I worked on! There's a cyclical feel to it all, the ideas and inspiration continuously encouraging new generations of hobbyists to pick up their brushes."



**B**ack in the colourful days of the 1980s, some bright sparks working in the Games Workshop Design Studio thought it would be a fun idea to run a competition to celebrate the painting of Citadel miniatures. Those luminaries were master illustrator John Blanche and Andy Jones of Citadel Journal fame, and little did they realise the impact their idea would have on our hobby. 30 years later and the Golden Demon painting competition is still going strong. In fact, it's now stronger than it's ever been. Curious to find out why, we got in touch with some notable miniatures painters from the last few years to ask what they love about Golden Demon. We also sat down with Darren Latham, one of the judges at Golden Demon: Classic 2017, to find out his thoughts on the competition.

**Darren:** Golden Demon is Games Workshop's premier painting competition. In my opinion it showcases our hobby, and Citadel miniatures, in the best possible way, bringing together the best painters from all over the world to show what they can create with the kits we make. And what they create is truly phenomenal.

Most people who enjoy our hobby go about it in a similar way – they collect miniatures, paint them and play games with them. But there are always people who enjoy one aspect of the hobby more than another. Some love reading Black Library novels and delving into the background. Others really love the gaming aspect and take part in campaign weekends and tournaments. Golden Demon is for those hobbyists who really love the painting aspect of our hobby. And by that I don't mean they love painting armies – that's a different group of people (well, sometimes they overlap...) – but those dedicated few who really want to push their painting talents to the limit, to be the very best at their craft. They don't just paint a Citadel miniature, they take it and study it and delve into its essence. They lavish time on it, turning it into what could be considered art. If you look at this year's Slayer Sword winner from Golden Demon: Classic (you can see it on page 62), you'll be hard pressed to say that isn't a work of art. It provokes emotional reactions, be it a feeling of awe at the technical accomplishments of the piece or an ►



### THE GOLDEN DEMON TROPHY

The Golden Demon was the face of Citadel's paint range back in the 1980s. He soon lent his name to the painting contest and his image to the trophy. His leering grin and crossed arms are his trademark pose.



Angelo's incredible Gaunt Summoner won him the Slayer Sword at Golden Demon: Europe 2016.



**ANGELO DI CHELLO – TWO-TIMES SLAYER SWORD WINNER**  
“What makes Golden Demon so special to me? First, it's tied tightly in with my teen years. I remember seeing the Golden Demon coverage in White Dwarf and thinking how beautiful all the miniatures looked and how much I would love to enter. I went to my first event in 2002 and I have been motivated to enter ever since. Another important factor is the background. Like many people in this hobby I grew up reading fantasy novels, but I especially love the Warhammer settings and Golden Demon is the only event where I can see so many different interpretations of those worlds. To me that's simply wonderful. The third aspect that's very important to me is the positive approach that many painters share toward this competition. Most of us are fans of each other's work and we often share techniques, ideas and inspiration – it's a powerful thing.”

#### A FOND MEMORY

“The Golden Demon coverage in issue 218 of White Dwarf from February 1998 included some of the winners from Golden Demon 1997,” says Angelo. “One of them was a marvellous flying ship crewed by Dwarfs and painted by Michael Jacobsen (and inspired by one of John Blanche's early illustrations. – Ed).

I remember that issue very fondly and I still look back at it now for inspiration. In those days it was crazy to think that Dwarfs would be flying around in a ship, but now with the Kharadron Overlords range that's exactly what Warhammer has become!”

► appreciation for the scene itself and what it represents. A lot of feeling goes into painting a Golden Demon-winning piece and a lot of feeling can be taken from it by those who see it. And that's what Golden Demon is all about – painting Citadel miniatures to the very highest standard and beyond. Walking away with a Golden Demon statuette, or even the Slayer Sword, is a symbol of that accomplishment, a reward from us to say that that painter's hard work has been appreciated at the highest level.

I often get asked why I don't enter Golden Demon these days. The answer's simple, really

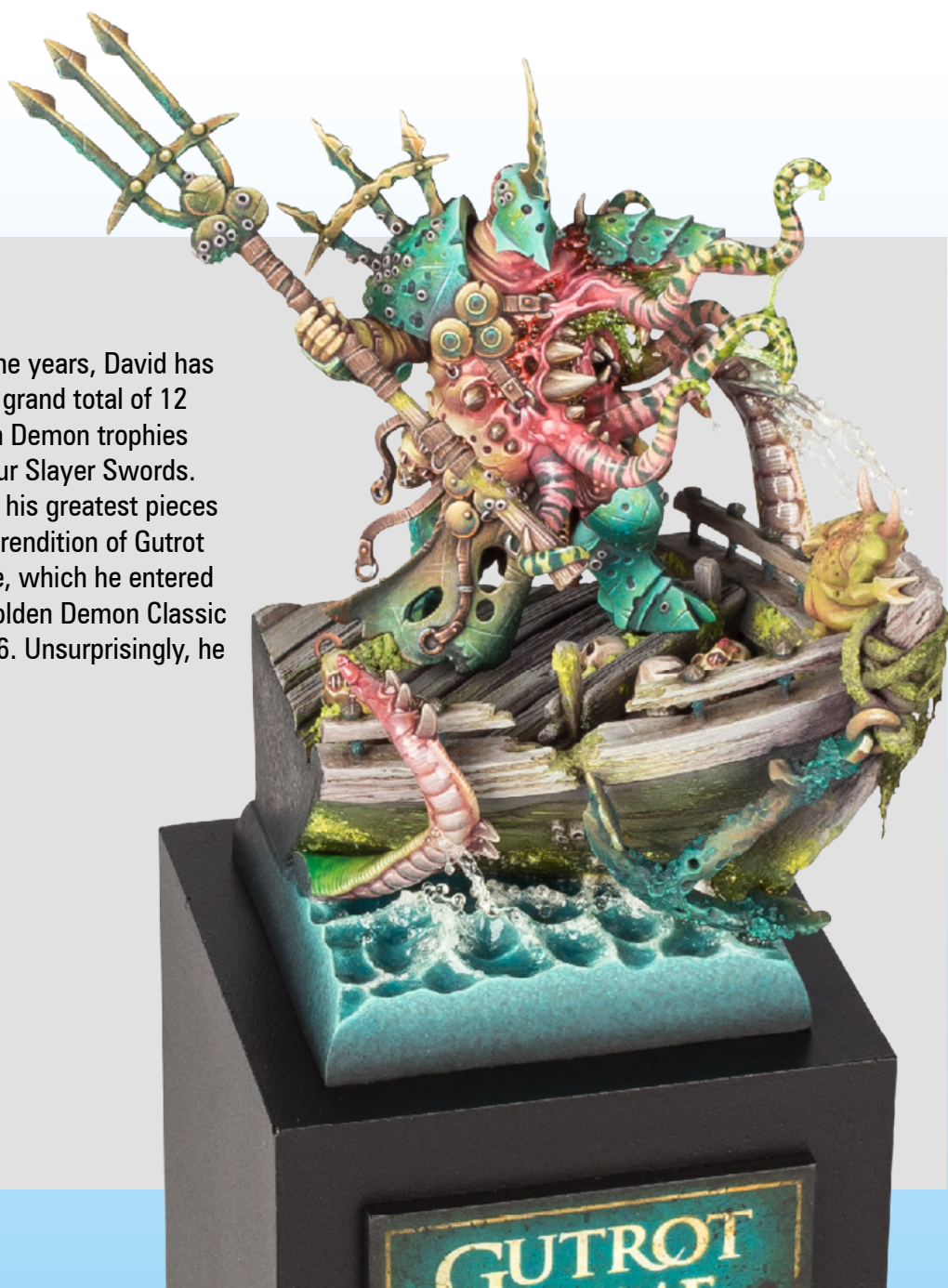
**“I can't help but be inspired and I always leave with so many ideas. I get home exhausted but enthused – I just want to sit down and paint some miniatures.”**

– it's because I normally get asked to judge it and how can I possibly turn down that honour? To be that close to so many amazing works of ►

#### DAVID SOPER – FOUR-TIMES SLAYER SWORD WINNER

“It was tremendously exciting when the first Golden Demon was announced all those years ago! It gave me the opportunity to challenge my hobby skills in a wider arena than I'd ever imagined. The early Demons are closely intertwined with my development as a painter as each year I pushed myself to become better. Although the urge to compete and improve my painting is still there, Golden Demon now means so much more to me – it has become a shared experience where I can catch up with fellow painters and share plans, preparation and hopes. I've become friends with many of them and we get to share in one another's triumphs and disappointments. This makes the experience of competing in the Demons even better. It's no exaggeration to say that Golden Demon has played a massive part in making me the painter I am today!”

Over the years, David has won a grand total of 12 Golden Demon trophies and four Slayer Swords. One of his greatest pieces is this rendition of Gutrot Spume, which he entered into Golden Demon Classic in 2016. Unsurprisingly, he won!





# GOLDEN DEMON

## THE PAINTING COMMUNITY

“The painting community is a big part of what makes Golden Demon so special,” says Darren. “Our hobbyists are deeply passionate about what they do and there are countless blogs, forums, websites and so on dedicated solely to painting Citadel miniatures for entering into Golden Demon. Gareth Nicholas, who won a Slayer Sword in 2016 with this incredible diorama, talks about it in detail on his blog. My advice to any aspiring painter is to search out these winners and learn from them!”



## HOW TO WIN A GOLDEN DEMON

Way back in January's issue of White Dwarf we asked Darren to share some of his words of wisdom on how to win a Golden Demon. If you've been inspired by this article to enter the competition one day, you should probably take a look at it.

“But I don't have that issue,” we hear you cry (we have excellent hearing). Well, we've made Darren's advice free to download from the Warhammer Community web page. Look for it here:

[warhammer-community.com](http://warhammer-community.com)

## MY FIRST GOLDEN DEMON

“I think everyone remembers their first Golden Demon event,” says Darren. “I was 13 and I remember standing in the queue at Games Day with my entry in my rucksack. I recall placing my model in front of ‘Easy Metal’s Mike McVey and I was awestruck that he was there. Then he asked me to take my bag off my shoulder in case I hit one of the models on the table. I was mortified! But when I went back later and saw that I’d gotten a green sticker on my entry card I was hooked – I had to go back next year and do better. And not wear a rucksack.”



►art for a whole day is incredible. I can't help but be inspired and I always leave with so many ideas. I get home exhausted but enthused – I just want to sit down and paint some miniatures. And the event really is exhausting, as you have to take so much into consideration when looking at every entry – the colours used, composition, techniques, textures, conversion work, the model's base... I spent many years judging Golden Demon with Alan Merrett (Games Workshop's former intellectual property guru. – Ed), who was instrumental in making Golden Demon what it is today. I learned a lot from him about what to look for and what makes a great entry. He truly understood why people got so passionate about painting miniatures even though he wasn't the best painter himself. His

philosophies are at the core of Golden Demon – the standards by which we judge the models in the competition.

Curiously, while the techniques we use and the styles we paint miniatures in have changed over the years, the qualities we look for at Golden Demon are still very much the same as they were 30 years ago. Neat painting, smooth blending, appropriate conversions and freehand painting, realistic poses and weathering but, above all else, that the model fits with the background of the army and universe that it comes from. That's part of what makes Golden Demon so unusual, but also so tough and so much of an accomplishment to win – you're not just painting a miniature, you're painting one within well-established boundaries while simultaneously looking for a ►

## JAKOB RUNE NIELSEN – TWO-TIMES SLAYER SWORD WINNER

“What I really love about Golden Demon is the utter commitment you put into a project. You get ideas, you think, you sketch, you gather bits, and at some point you dive into bringing your creation to life. It is a process that is both tough, challenging and rewarding. The event itself I have always experienced as both a fantastic social event, meeting new painters and catching up with old friends, as well as a nerve-wrecking build-up of expectation awaiting the judges' final call. One of greatest feelings is the moment when you hand in your entry card, even if the model was finished two nights ago (or even just a few hours ago!). I always feel a moment of relaxation when my entry is out of my hands and I can focus on chatting to my friends and looking at all the other awesome miniatures.”

Jakob's Mercenary Captain won him a Gold statuette in 2000. His realistic style has influenced many painters over the years.







This diorama by Matt Parkes is a personal favourite of Darren's. Matt won his fourth Slayer Sword at Golden Demon: UK 2010 with it.

### MATT PARKES – FOUR-TIMES SLAYER SWORD WINNER

"My first Games Day experience was way back in 1986, when the show was held at the Royal Horticultural Hall in central London. On that fateful day I decided that painting miniatures was the hobby for me. It took another nine years before I properly entered Golden Demon in 1995, and I won the Slayer Sword! I can remember that day like it was yesterday – I was

surprised and overjoyed at the result. Some of the fellow painters I met that day are still close friends. Having looked back over my entries from the last 20 years, I'm proud to have been a part of the Golden Demon painting competition and this fascinating hobby. It has made me a better artist and model maker and long may it continue to do so."

► way to push those boundaries with your own personal touches. David Soper's work is a great example of that – the Nurgle Predator that he won the Slayer Sword with back in 1990 captures the essence of Nurgle as well as his rendition of Gutrot Spume does, despite there being a gap of 26 years between the two entries. That's the mark of a true painting master, when they can still paint in their own style after so many years, but continually improve and push the boundaries of figure painting.

It's a testament to the strength and depth of our hobby that Golden Demon has been going so long. I know it sounds like a cliché, but this year Golden Demon: Classic was the best the competition has ever been. The standard of entries was incredible – I had people coming up to me after the event who have previously won statuettes saying they only barely managed to get a finalist's pin this year. They weren't disappointed, though, not really – they were astounded by the level of painting on display and determined to raise their game to meet the new bar. It's certainly risen above what I can achieve now, I think. I'm going to have to get out my brushes again!

One of the really big changes to Golden Demon over the years has not been the

### SO MANY DEMONS

"Over the last few years we've made a few changes to Golden Demon," says Darren. "The first change was to introduce several smaller Golden Demon events throughout the year that people can take part in, each one with a specific theme. We've found that painters absolutely adore these events as they're another great opportunity to show off their skills and try out some new techniques and ideas. And have a chat in the bar afterwards! We also made a few changes to Golden Demon: Classic this year. We added a couple of new categories, made Youngbloods more accessible and took away some of the restrictions such as base sizes. We got lots more plans for the future, too!"



contest itself, but the community that surrounds it. 20 years ago, hobbyists didn't really engage that much with each other on what they were painting for the competition – they kept it secret so that others couldn't outdo them! Now the whole competition is much more open, people sharing their work and ideas across the internet in the lead-up to the event. For me, this is a key ingredient to why Golden Demon has become so much more than it ever was. Being able to share your ideas and give and receive feedback is essential to improving your painting. In the past you'd only learn something new by reading a Painting Masterclass in White Dwarf or by chatting to the judges at the event itself. Now you can get painting advice all year round – immediately – from hundreds of different sources, from blogs and even videos. I guess I'm a bit envious because everything is so much more accessible now than it used to be. When it comes down to it, though, you can have all the tools you need and all the equipment, and a computer with access to the world's knowledge at your fingertips, but you still need to put in a whole load of time, practice, effort and passion when it comes to painting Citadel miniatures, regardless of whether you're painting an army or a Golden Demon entry. 🐉



# CLASSIC 2017

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature the Slayer Sword winner from Golden Demon: Classic 2017, plus two other cracking entries.

## GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: The Horus Heresy, while Golden Demon: Classic includes 15 different categories, ranging from squads and vehicles to heroes and dioramas. You can find out more about upcoming Golden Demons on the Warhammer World website:

[warhammerworld.games-workshop.com](http://warhammerworld.games-workshop.com)



**G**olden Demon Classic 2017 has been described by many of the entrants as the most impressive, inspiring and tough competition to date, with over 500 exceptional entries from all over the world. But there can be only one Slayer Sword winner – Michał Pisarski's stunning diorama – The Tribute. Here he tells us more about his entry.

"About 20 years ago I started playing Warhammer – it was the first wargame I ever played and I've stayed in love with it in the years since. When the Warhammer world was destroyed during the End Times, I decided to create a diorama – a tribute – to the world that I loved so much. And who is the most iconic character in Warhammer? For me, it has to be Nagash! My idea for the diorama was to show his absolute and immense power, so I decided he should be sitting on a great and grim throne in a hall made of stone. To enhance the impression of his incredible power, I came up with the idea of a Vampire Lord – a mighty

overlord in his own right – kneeling before the Great Necromancer.

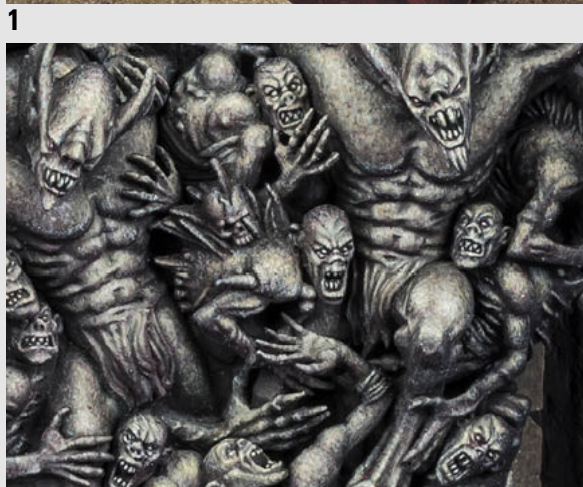
I began with a vision of Nagash sitting on his throne for hundreds of years, plotting how to conquer the world. That's why his robes are so ragged, like they've decayed with the passing of time. I wanted his pose to reflect boredom, but also to show that he's still proud and superior to all around him. The choice of colours was one of the hardest parts of this project. I knew that I wanted the piece to look grim and dark and that there would be a lot of black in it, but I also wanted to add a hint of green. And that was it, really – the other colours I came up with on the fly. The whole piece was very much a method of trial and error. Most of the painting techniques I used were ones I use regularly, but I also tried sponging on the stonework, which was something new to me. I was really pleased with the results."

## PAYING A TRIBUTE TO THE WORLD-THAT-WAS

"The Vampire Lord (1) is the part of the diorama I'm most proud of," says Michał. "His pose was very challenging to get right and I had to sculpt his cloak from scratch. I was afraid the piece would end up a bit dark and monotone, which is why I painted the Vampire's cape and the pools of blood a deep crimson."

The realistic look of the stone on the throne (2) was achieved by sponging on the first colours, then hand painting the final textured effects. Michał then used an airbrush to glaze areas of colour onto it.

"I painted Nagash's armour using a combination of layering and glazing with non-metallic paints to give it a reflective quality (3)."



1

2

3





GOLD, CLASSIC 2017, DIORAMA CATEGORY  
**THE TRIBUTE BY MICHAŁ PISARSKI**

SLAYER SWORD  
**WINNER**



#### WHAT THE JUDGES SAID

The judges for this event were 'Eavy Metal's Anja Wettergren and Miniatures Designers Darren Latham and Joe Tomaszewski.

"There's a great mood and atmosphere to this piece," says Joe. "Michał has made great use of contrasting textures to make Nagash visually striking."

"The piece features great storytelling," says Anja. "The red spot colours in the foreground draw the eye to the story, but don't distract you from Nagash himself."

"Michał has shown exceptional skill with his non-metallic metals and also the coloured glazes he applied to Nagash's armour. The conversion work is also flawless – the whole diorama feels completely natural."





# GOLDEN DEMON

## THE FIVE-YEAR WAR

"My project began five and a half years ago," says Filip. "I wanted to capture the human emotions of fear, despair, bravery and hope as the Imperial Guard fought the Tyranids. Every Guardsman has been converted and their expressions modified to tell a story. Each model's pose complements those of the models around it to create a collective directional movement for the scene."



### WHAT THE JUDGES SAID

"The whole piece is well composed and Filip has paid great attention to all the many stories taking place," says Joe.

"Filip has made great use of colour to help differentiate the two sides," says Darren, "and even the basic Cadian armour is really well textured."

SILVER, CLASSIC 2017, DIORAMA CATEGORY

THE DEFENCE OF TRENCH T/259 BY FILIP HAKING

## SCENES OF HEROISM AND DEVASTATION

"The Space Marine's head is in the direct centre of the diorama (1)," says Filip. "I painted him in the colours of the Lamenters as they have a history of fighting the Tyranids."

"The trench is entirely scratch built and features ammo crates, fuel canisters and spare ammo clips all made by me (2). Every Guardsman has been converted, too. Around 20 to 60% of each model is made of Green Stuff (3)."



1



2



3



## THE GREATEST BATTLE OF OUR TIME

"My diorama represents the climactic battle from *The Hobbit: The Battle of the Five Armies*™," says Kev. "The Iron Hills Dwarves have all been reposed to get them to fit into a tight shieldwall with the Elves ready to leap over their heads. The goal was to make the diorama look like a real melee with loads of Gundabad Orcs, while beneath them lay the treasure troves of the Lonely Mountain.



BRONZE, CLASSIC 2017, DIORAMA CATEGORY

## THE BATTLE OF THE FIVE ARMIES BY KEV LAWRENCE



### WHAT THE JUDGES SAID

"Kev has used the space well, cramming in so many different textures such as ice, earth, marble, fur, skin, treasure... just wow," says Joe.

"To have so many miniatures interacting is an impressive feat. It looks like a screen capture from the movie," says Darren.

## A CLASH OF BLADES AND FANGS



1



2

"The piece took around four months to complete," says Kev. "It was a huge learning curve from start to finish as it's far more involved than my previous entries. While I concentrated on getting the Elves and Dwarves to look right, I painted individual Orcs when I felt like it and then had to figure out how to fit them on the diorama (1)."

The Elves stand on the upraised shields of the Dwarves, ready to leap over them into combat (2).



# A TALE OF FOUR WARLORDS

Four warlords intent on galactic domination are mustering their armies for war. In this, our final instalment of the series, our quartet of commanders take to the battlefield for one glorious showdown. But who will win – the Imperium, the Aeldari or Chaos?



## THE OBJECTIVE

The main building on the board (shown above) houses the objective for the game, a long-buried Eldar rune revealed by a bombardment. The Imperial forces start the game deployed around it – the other two armies have to take it from them.



**S**o this is it, Warlords-fans, the final article of the current series of A Tale of Four Warlords. Yes, we can hear you weeping from our dwarfen lair – we're sad, too – but fear not, because A Tale of Four Warlords has proven hugely popular over the last year and we fully intend to bring it back soon.

But enough of the future, what about the present? Well, we thought it would be great fun to finish off the series with one big battle, a grand showdown between the four armies that our warlords have worked so hard to create over the last few months. Between them they've painted 186 models – of which 19 are vehicles – which is a pretty impressive feat. Maxime Corbeil painted an impressive army of

Black Templars led by the lord of the Indomitux Crusade himself, Roboute Guilliman. James Ashbey completed work on a superbly painted Cadian force that has been joined by Saint Celestine. Dan Harden painted a stupendous, phenomenal, utterly amazing army of Iron Warriors the likes of which the world has never seen (did someone let Dan write about himself again? – Ed), while Chris Bilewicz assembled a huge Aeldari army from Craftworld Iybraesil. On top of that, the warlords also managed to paint an 8' by 4' Realm of Battle Gameboard to fight over in their final battle, plus some scenery for their units to hide behind when the bullets started flying. Suffice it to say, they're all incredibly pleased with their achievements.



The four warlords – Maxime, James, Dan and Chris proudly show off their armies. But which of them will prevail on the battlefield?



## THE FINAL BATTLE

Having completed their armies, the four warlords discussed how they would like to fight their final battle. With James and Maxime likely to be fighting on the same side, that left Dan and Chris, whose Chaos and Craftworld forces clearly weren't going to form an alliance any time soon. The four armies were also different sizes – Chris's Aeldari collection was the same size as Maxime's and James's forces combined!

And that gave the warlords an idea. What if the Aeldari were trying to claim something back from the Imperium – an artefact, perhaps, or an ancient webway gate – when the forces of Chaos stormed in to nab it from them at the last minute? That would mean they could play

a three-way game where the forces were evenly balanced and with an objective to fight over. Whoever controlled it at the end would be the winner.

With a plan established for the final game, Dan then came up with an idea for how the players would take their turns in each of the game's six battle rounds. Rather than roll off, each team would be given six cards numbered one to six. Each turn they would have to play a card, the highest-scoring faction going first that turn followed by the other two. Once that card was used, though, it was gone, so the players would have to think carefully about which card to play when. Turn the page to see how they got on.



## THE FOUR WARLORDS

It's been a gruelling six months of tight painting deadlines for these four hobbyists, but Maxime, James, Dan and Chris have finally made it to the end of the challenge. We've heard they're all taking a well-deserved rest now. Actually, that's a complete lie, they're all painting more models. They really just can't help themselves...

## DEPLOYMENT

The Aeldari set up on the western edge of the battlefield, with the Ynnari and the wraith constructs in the south-western corner. The Iron Warriors set up at the other end of the battlefield behind the trench

lines, with Lord Ghawdex and his Terminators ready to teleport in later. The two Imperial forces set up around the building in the centre of the battlefield defending the Aeldari artefact.





# A TALE OF FOUR WARLORDS

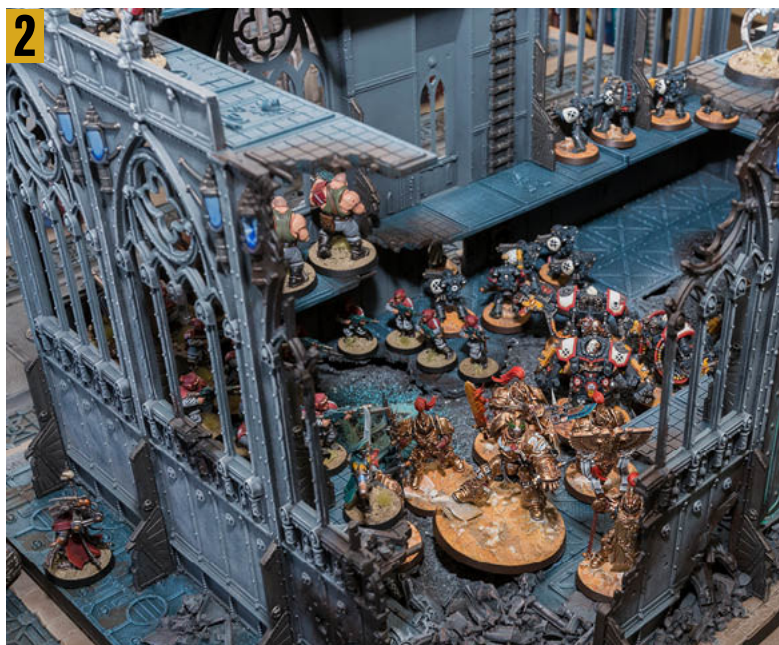
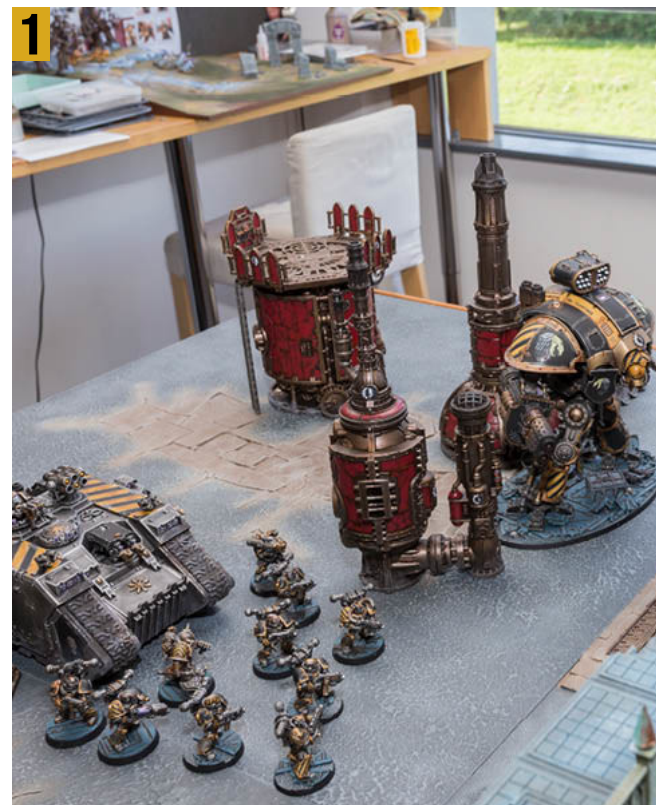
## WHO'S GOING FIRST?

Dan's method of deciding who went first each turn caused much amusement right from the outset. Both Chris and Dan wanted the Imperials to go first so their weapons wouldn't be in range. Of course, Maxime and James knew this, so they played their lowest card – a 1 – so they wouldn't have to go first. Chris also played a 1, so the two sides rolled off, with Chris going last in the first battle round. Dan, having played a 3, went first and gingerly advanced his Iron Warriors into the waiting guns of the Imperial defenders.



## BATTLE ROUND 1

The first battle round saw Dan advance the Iron Warriors towards the ruined cathedral in the centre of the board. Despite the Renegade Knight wounding Roboute Guilliman ("He even put his helmet on for the battle!" exclaimed Maxime), the Iron Warriors did very little damage to the defenders. James and Maxime responded by firing their units at the now-closer Iron Warriors, but fortune favoured the Chaos Space Marines, who were mostly still out of range or behind cover. Chris, meanwhile, engaged the Imperial forces with his psykers, hitting them with Smite, Doom and Gaze of Ynned, only to have every power stopped by Maxime, who played the Abhor the Witch stratagem! "He really hates witches," said Chris, sadly. He resorted to killing Maxime's Stormhawk Interceptor by more conventional means – really big guns!



The Iron Warriors (1) reluctantly advance towards the central building, utilising the sparse cover. A lucky shot from the Renegade Knight wounds Guilliman (2). "He's not the closest model you can see!" says Maxime before realising that, in fact, he is.

James takes a long hard look at the building blocking his Demolisher's line of sight to the Renegade Knight (3). The Imperials struggle to cause much damage this turn.

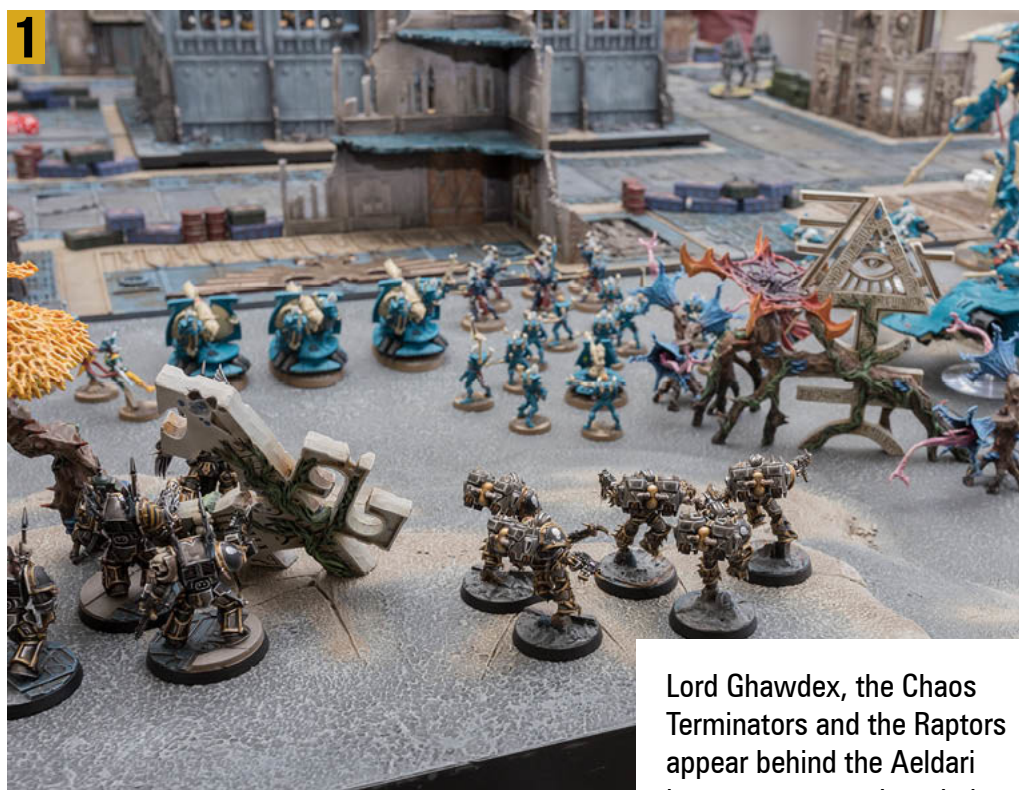
"And then you sprinkle the magic dust like this," says Dan, showing where the Aeldari get their power from (4). All four players are surprised by the speed of Chris's army, which hurtles rapidly towards the objective.





# BATTLE ROUND 2

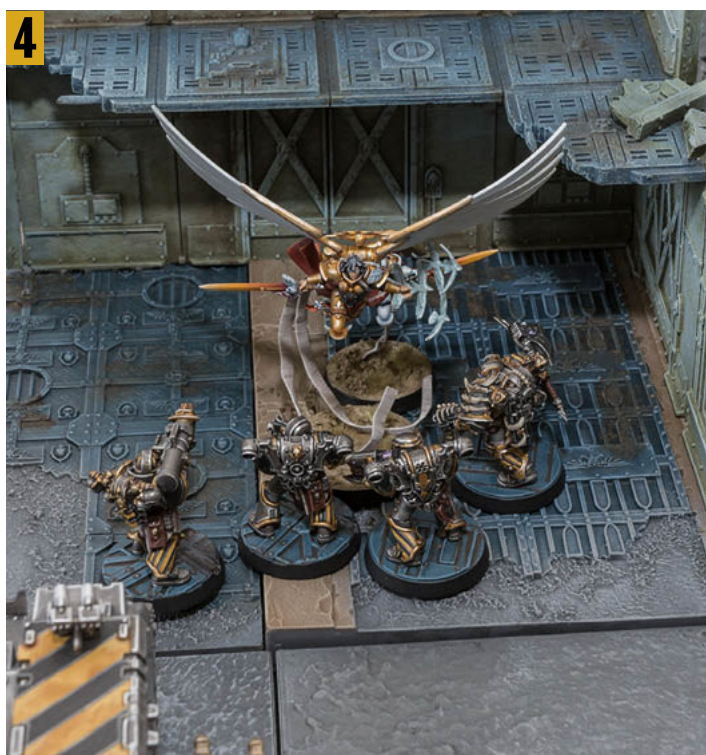
In the second battle round, Dan once again ended up going first, though this time by choice! Having seen the speed of the Eldar, he dropped all his reserves in behind them in an effort to slow their advance. It proved to be a costly mistake when Eldrad Ulthran cast Smite and killed all five of the Raptors, allowing the Yncarne to appear where they had died. The Chaos Terminators would have a rough few turns... The rest of the Eldar swarmed around the cathedral, picking off models here and there, including the Emperor's Champion and the Leman Russ Demolisher, before the Fire Prism blasted a hole through the Renegade Knight. The two Imperial players, fighting last, sent both their heroes towards the Chaos Space Marines – Celestine chopping through a squad of Iron Warriors, but Guilliman failing his charge on the Knight.



Lord Ghawdex, the Chaos Terminators and the Raptors appear behind the Aeldari in an attempt to slow their advance and thin their numbers (1). While they manage to destroy two of the D-cannon weapon platforms, they fail their charges on the Guardians and Harlequins, leaving them in a precarious position.



The Aeldari race across the battlefield to engage both the Imperial forces and the Chaos Space Marines (2). Having already destroyed the Leman Russ, the Hemlock Wraithfighter sets its sights on the Leman Russ Demolisher, which is badly damaged after trading shots with the Chaos Land Raider. The Hemlock easily scores its second kill. "Honour is a different concept for the Eldar, no?" says Maxime.



The Inquisitor and his Retinue (3) unleash a torrent of flame upon the Windriders zooming past the windows. On the floor below, the Black Templars stand ready to defend the cathedral's entrance.

Saint Celestine swoops down from her eyrie atop the cathedral and engages the Chaos Space Marines (4). One of her Geminae Superia dies in the fight, but the Living Saint still kills six of the Chaos Space Marines. Nearby, Khârn the Betrayer readies Gorechild (and Dan makes some chainblade noises), hinting that a messy duel is imminent.



# A TALE OF FOUR WARLORDS

## COMMAND POINTS

Never have Command Points been more curiously used than in this game. Maxime used all nine of his Command Points to play the Abhor the Witch stratagem, succeeding eight of the nine times in stopping Chris's psychic powers. "I like playing in character," says Maxime, "and the Black Templars really hate psykers!" James, meanwhile, didn't use any of his Command points until the last few turns of the game "I didn't forget about them," he said, looking a little sheepish. "I was saving them for a special occasion."



## BATTLE ROUND 3

The third battle round saw the Chaos and Imperial players both lay down their highest remaining card (a 6) to see who would go first. The Imperials won the roll-off, much to Dan's dismay, as Guilliman was now dangerously close to his Renegade Knight. Unsurprisingly, Maxime charged the Knight with the Primarch and his Custodes ("They're there to ensure no one interferes with Guilliman's business."). Nearby, the Hellblasters and the Venerable Dreadnought fired at the Hemlock and blasted it out of the sky. Celestine finished off the Chaos Space Marines she was fighting and charged Khârn, which proved to be a (temporarily) fatal mistake, while the Crusader Squad's Sword Brother killed the Farseer that was trying to fly her jetbike into the cathedral (no, we have no idea what Chris was up to either...). The last action of the Imperial turn saw Guilliman sweep the Sword of the Emperor

through the legs of the Renegade Knight, bringing it crashing to the ground. Despite a re-roll, Dan couldn't get the dying war machine to explode. In response, Dan's turn was pretty feeble, the Chaos Space Marines only killing a single Custodian Guard (Dan's Land Raider missed with three out of its four shots). The Chaos Terminators fared better against the Eldar, though, almost wiping out the Guardians with their shooting and killing the Harlequins in combat, but not before they kissed Lord Ghawdex to death (with their Harlequin's kisses, of course...). The Eldar finished the round off with Eldrad casting Smite on the Chaos Terminators, the Wraithknight obliterating the Dreadnought and the Wave Serpent containing the Banshees racing towards the cathedral. But who would go first next?

## WHEN HELIOS MET GUILLIMAN

Earlier in the battle, the Renegade Knight Helios failed his charge against the Demolisher Tank, then Guilliman failed his charge against the Knight in the following turn. To ensure no further failures, Maxime stood Guilliman right in front of the Knight and charged in. A tactical debate then began between James and Maxime – should Guilliman hit the Knight with the Sword of the Emperor or the Hand of Dominion? Maxime chose the sword and smashed 18 wounds off the already-damaged Knight, causing it to collapse in a pile of scrap metal.



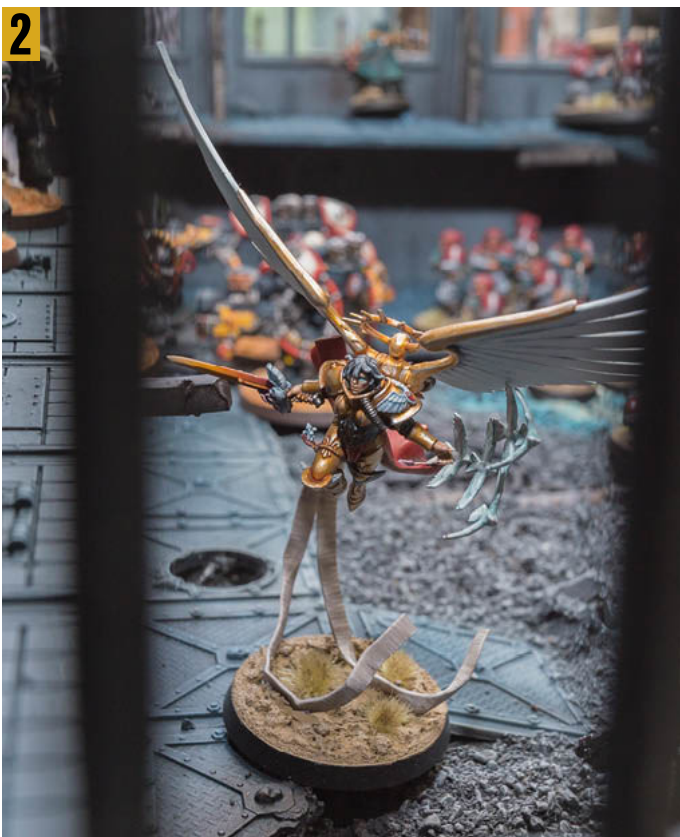
### NOT ON MY WATCH

Having fought and killed a Farseer Skyrunner in combat, Sword Brother Martus then defended the cathedral against a Wraithlord. He saw the xenos war construct off, too. Promotion may be in order.

James uses the Act of Faith The Passion at the start of his turn, enabling Saint Celestine to fight immediately as if it were the fight phase. She kills all four of the Chaos Space Marines she is in combat with, then – in the normal turn sequence – James flies her over the building to confront Khârn, much to the surprise of everyone concerned (1). After immolating a few Chaos Cultists with a blast from her Ardent Blade, she chops down at the Berzerker, but her attacks are ineffective. Khârn attacks back with Gorechild not once, but twice (he is very angry), shredding Celestine and her bodyguard. But that wasn't the end of the Living Saint...



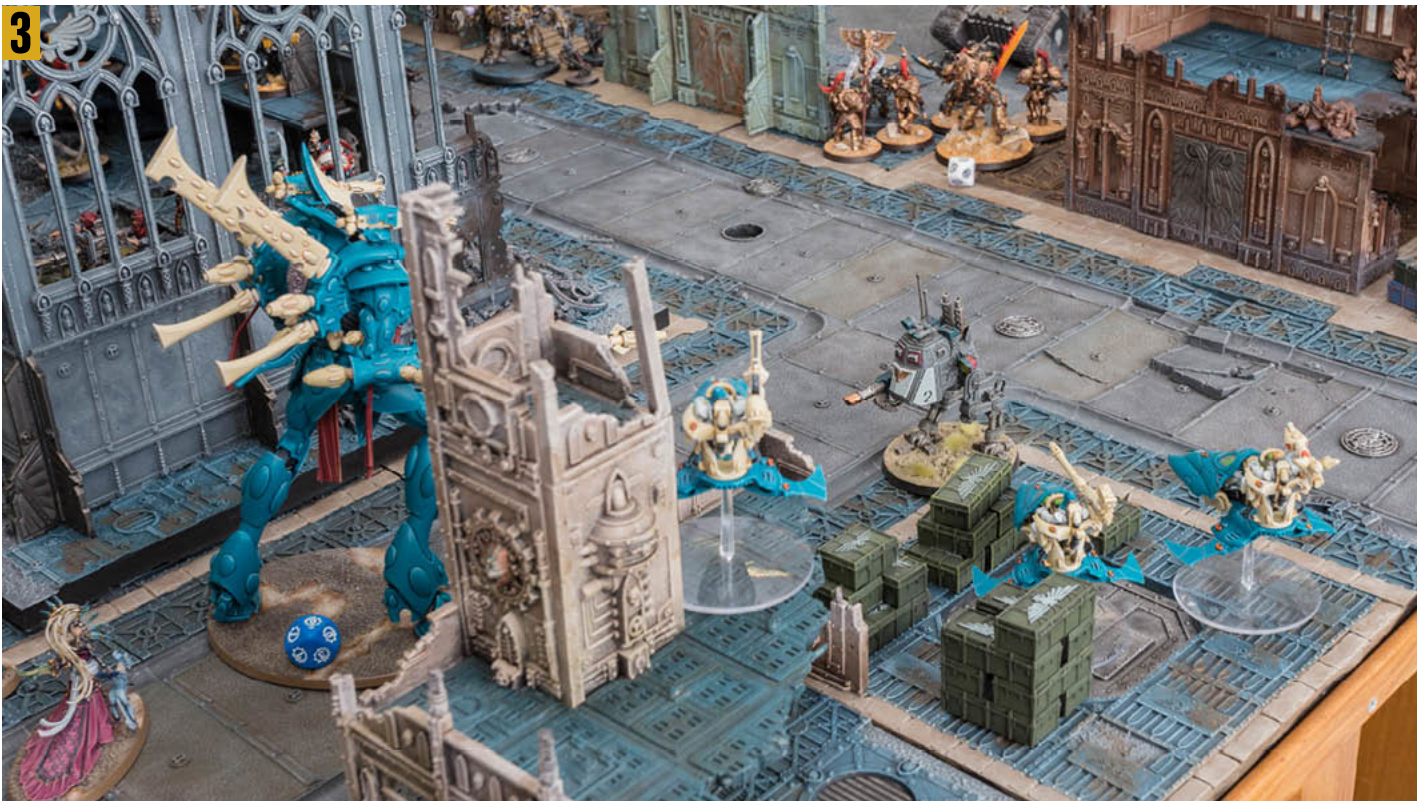
2



## DEFENCE OF THE CATHEDRAL

We all love a good war story and Commissar Bleak certainly provided us with one. Standing on the gallery floor of the cathedral, he leaned out of the window and fired his plasma pistol (overcharged, of course – he's no coward) at the Wraithknight as it stomped past. The next turn he did the same thing, wounding the war machine once again. The image of the Wraithknight looming outside the building was so cool that Jonathan – who was taking the pictures for the game – decided to snap a shot of it. But will Commissar Bleak get to fire a third shot...?

3



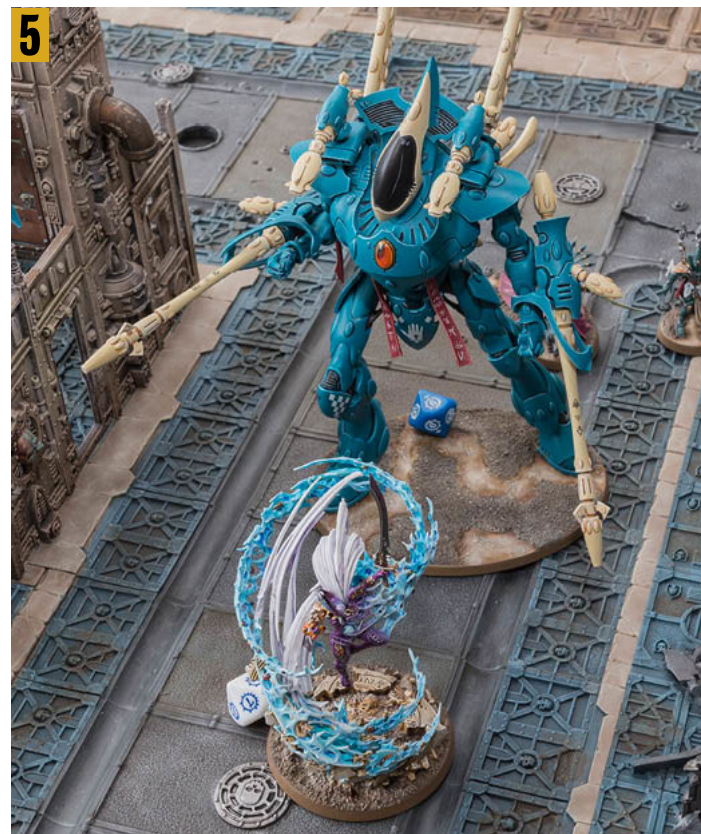
With a fluttering of wings, a twinkling of lights and the singing of an invisible choir, Saint Celestine recovers from her encounter with the business end of Gorechild and comes back to life inside the cathedral (2), much to Dan's annoyance and James's blessed relief.

The Wraithknight blasts the Techpriest Engineeer to death with his shoulder-mounted starcannons (3), then charges into the Venerable Dreadnought. Nearby, Yvraine uses Gaze of Ynnead (which is once again negated by the Black Templars), while the Visarch prepares to scale the walls of the cathedral. The Vyper squadron pick on the lone Sentinel and fill it full of alien bullets and laser blasts, causing the walker to explode spectacularly.

4



5



Chris casts his eye over the Imperial defenders in the central building (4), trying to decide which ones to cast Smite on with Eldrad Ulthran. Then he remembers that Maxime loves using the Abhor the Witch stratagem and targets Dan's Terminators instead, killing two of them. The Harlequins also finish off the Chaos Lord in combat but die to the last two Terminators.

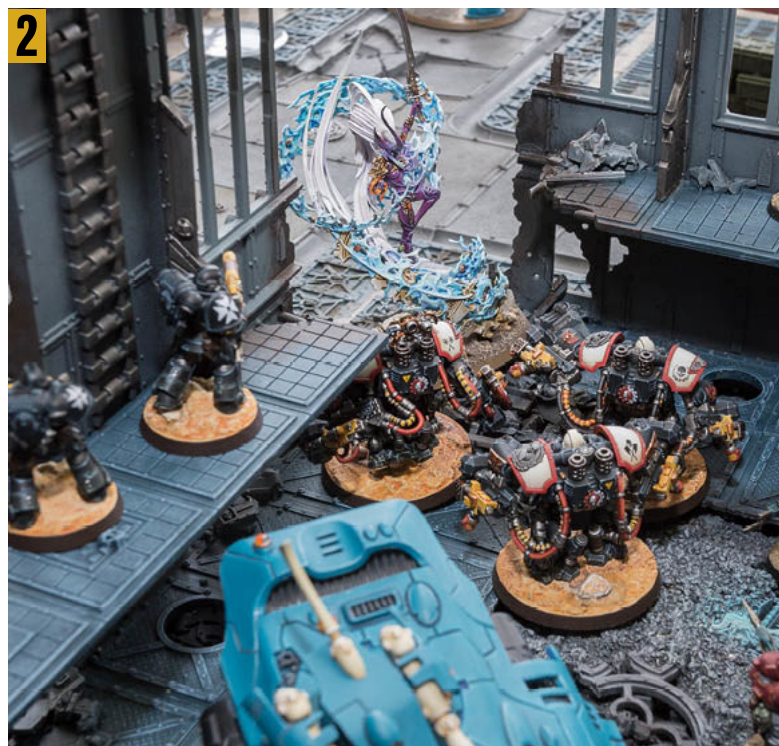
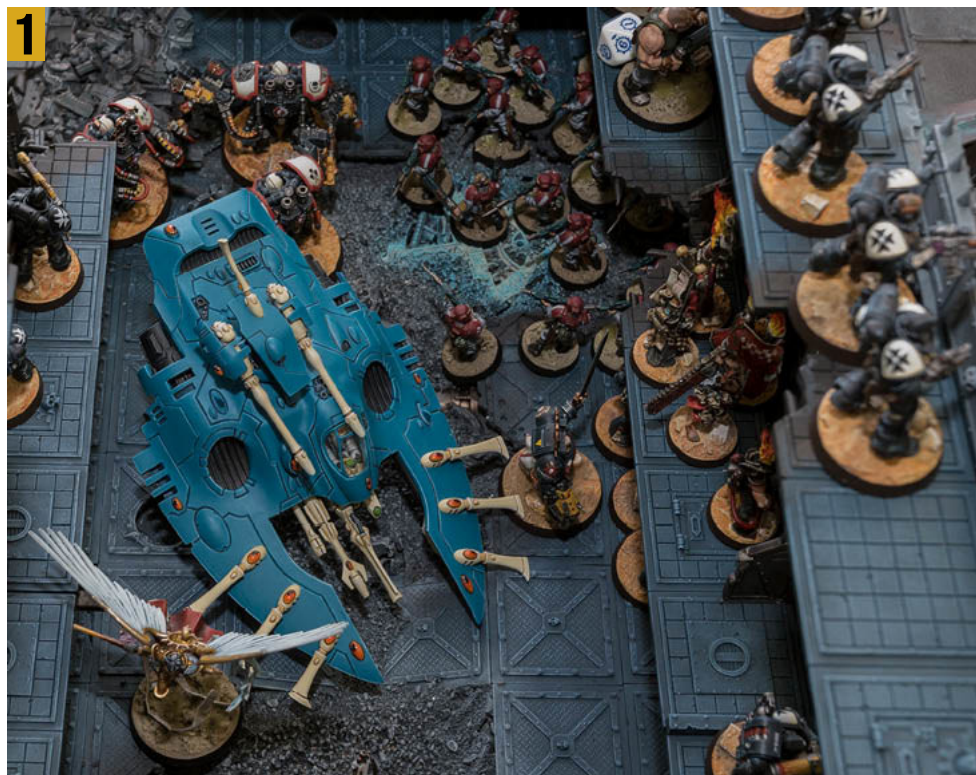
The Wraithknight crushes the Venerable Dreadnought underfoot (5). The war machine's death brings the Yncarne floating across the battlefield to "lap at the soul energy. Yummy yum yum."



# A TALE OF FOUR WARLORDS

## BATTLE ROUND 4

It's fair to say that Chris hoodwinked the other three players. Having saved his highest card, he used it in this battle round, enabling him to play two turns back to back. His first move was to land the Wave Serpent in the middle of the cathedral. The Yncarne stormed the breach to battle the Centurions, killing two but, surprisingly, dying in return. Yvraine and the Visarch also managed to get into the cathedral and kill Commissar Bleak and the autocannon team respectively. The Wraithknight, meanwhile, blasted the Vindicator to bits. "I love tanks," proclaimed Chris. "Well, killing them." In response the Imperial Guard shot Yvraine to death with "a whole lot of laser" before Guilliman strode over to the Wraithknight and inflicted a colossal 25 wounds on it! Dan cried a bit in the corner as Khârn died to the Custodes – his army was in tatters.

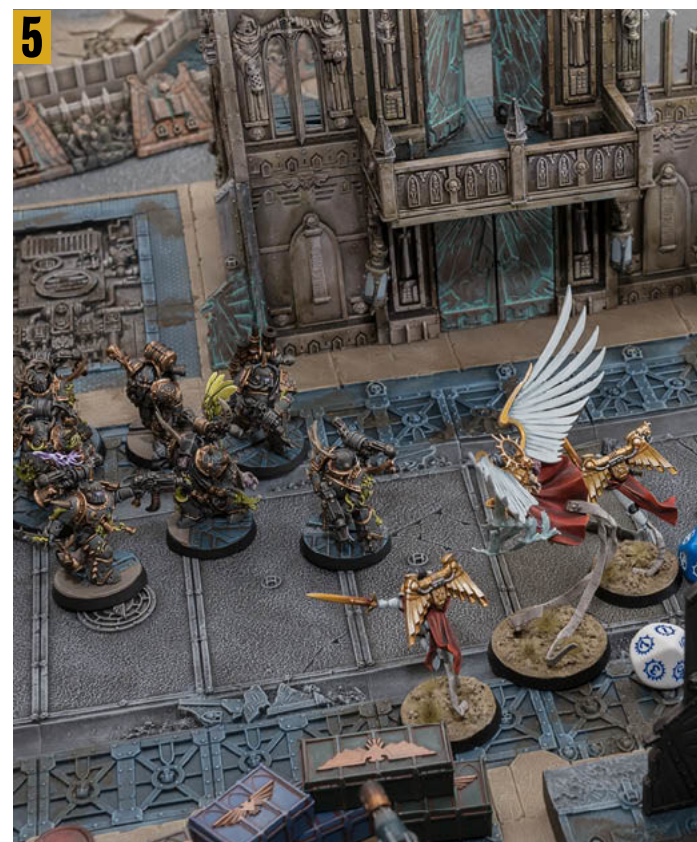


The Wave Serpent lands in the cathedral and is shot, then charged, by everything that can reach it (1). Somehow, it only takes seven wounds. Nearby, the Yncarne enters the cathedral and almost dies to the Centurions using their flamers on overwatch (2). It kills two of them before the unit leader finishes off the ghostly Avatar with his power fists.

Yvraine delivers Aeldari justice to Commissar Bleak (3) before she is gunned down.

Maxime realises just how much damage Guilliman has done to the Wraithknight (4).

Celestine resurrects her Geminae and charges the Plague Marines (5).



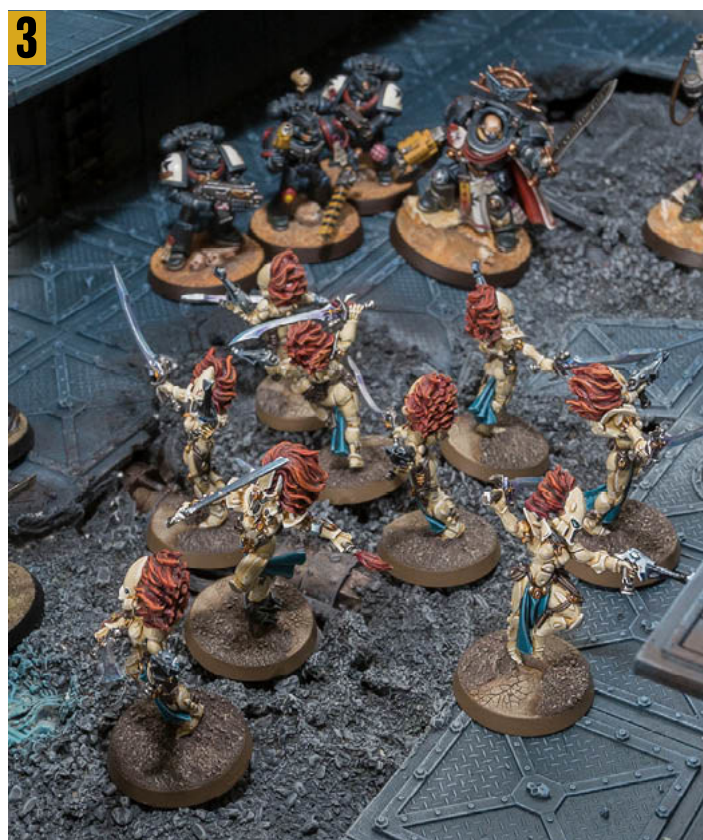


# BATTLE ROUND 5

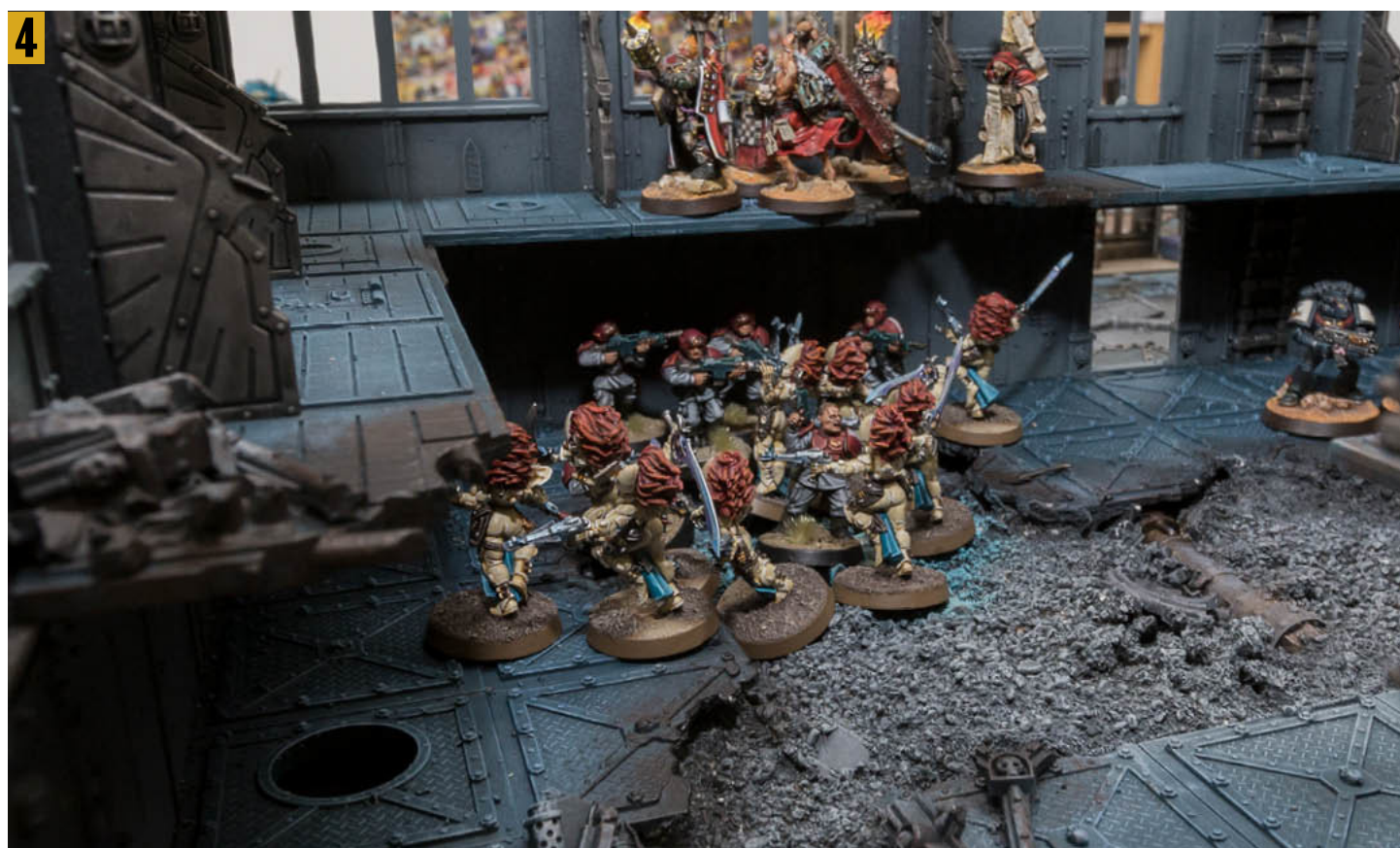
James and Maxime went first in the fifth battle round and put every effort into killing the Wave Serpent. They succeeded, but the Banshees on board were left unscathed and ready to rampage through the nearby Guardsmen. Up on the gallery, the Inquisitor and his retinue turned their many flame-based weapons on the Visarch and incinerated him. Meanwhile, Roboute Guilliman returned to the cathedral, casually shooting a Vyper out of the sky on his stroll back. He then smashed his way through the Chaos Helbrute that had somehow reached the main building (Dan had been feeling pleased with himself that he'd actually got a unit to the objective...). The Banshees, as expected, massacred most of the Guardsmen while the last few Iron Warriors only succeeded in dying to the Custodes, leaving Dan with just his Land Raider on the table.



Having failed to kill the Wave Serpent in the previous battle round, the Imperials continue to hack ineffectively at it (1). Finally, Castellan Mauger makes his attacks and smashes the floating tank out of the air, but its cargo of Howling Banshees is still very much alive and ready for action.



Guilliman returns to the safety of the cathedral following his super-heavy hack-fest (2). Having smashed apart both a Renegade Knight and a Wraithknight (causing 43 wounds across the two war machines), Guilliman picks a slightly smaller foe for his third fight – the Helbrute that has snuck up on the cathedral and killed the last Centurion. Several sword swings and 13 wounds later and the Iron Warriors Helbrute is a smoking ruin.



The Howling Banshees leap into action and head for the Guardsmen standing on the Eldar artefact ("They're defiling it with their human feet!") rather than stand and fight the Space Marines (3). They charge both squads of Guardsmen, killing a total of 14 of them and losing none of their number in return (4). At this point, James struggles to work out how many Guardsmen are left in each squad because of how messy the combat is. In the end he uses two command points to call Insane Bravery, ensuring that at least one unit stays in the fight.



# A TALE OF FOUR WARLORDS

## A FEW CLASSIC QUOTES

As has become customary for our battles in the bunker, here are a few of our favourite quotes that sum up the game:

"Nothing's exploded yet... disappointing."

"I want to see which plasma weapon does the most damage."

"My plan failed a bit. But I still have Khârn."

"He's sacrificial. I mean, brave!"

"In a turn, it will be really painful. For now... it's quite fine."

"Did something die? Oh, hello, Yncarne!"



## BATTLE ROUND 6

In the last round of the game, the gunners in Dan's Land Raider finally figured out how to aim and killed the remaining Custodian Guards. It was a small victory for Dan, though, whose only unit was so far from the objective it might as well be fighting on a different battlefield. In the centre of the table, Eldrad smote the Inquisitorial retinue and the Howling Banshees finished off the Guardsmen, but the surprise move was when the Vyper armed with a bright lance not only hit and wounded Guilliman, but killed him! This meant that Chris held the objective and all he needed to do was survive the Imperial turn. Unfortunately for Chris, fate was not on the side of the Aeldari. Guilliman lurched to his feet once more and strode purposefully for the bone-coloured warriors. His retribution was swift and painful. It was a resounding victory for Maxime and James.



## NOT SO INVINCIBLE NOW

Since the lucky shot that wounded him earlier in the game, Roboute Guilliman hadn't taken any further damage despite fighting two massive war machines. Then a bright lance shot from a Vyper caught him unawares and stripped him of his remaining six wounds. "I'm so happy! That's for killing the Knight," said Chris. "Which one?" replied Maxime, with the casualness of a man who was getting used to killing super-heavy war machines. He lay Guilliman on his back, but the restorative powers of the Armour of Fate meant the Primarch didn't stay down for long.

The Land Raider sits forlornly at the Iron Warriors' end of the table (1). Despite a few guns being aimed at it over the course of the battle, not a single wound was done to it. Then again, it barely caused any damage in return, so all's fair.

Revived by the Armour of Fate, Guilliman storms back into the cathedral followed by Saint Celestine (2), who has just seen off the Plague Marines. "It's double flaming sword time," says James as the two legendary heroes pile into the unfortunate Aspect Warriors, their blades swinging in fiery arcs. Not a single Howling Banshees lives to tell the tale.





# THE FOUR WARLORDS DISCUSS THE BATTLE

**James:** Well, that was a great game – I am absolutely loving the new rules right now and that was the best game I've played using them so far.

**Maxime:** Agreed. It was awesome fun. I was a bit worried that Guilliman was too powerful for this game, though, as he really messed up the Renegade Knight and the Wraithknight.

Chris: It's alright, I killed him!

**Maxime:** Well, not really – he's still standing.

Chris: Still, he is killable and if I'd focused my attention on him earlier I reckon I would have killed him once and for all. I just got excited destroying tanks. Actually, I think I managed to wreck all of James's vehicles...

**"When I saw how fast your army moved I changed my plans – I couldn't have you getting there first."**

**James:** Yep. Russ, Demolisher, Sentinels and Banewolf. Your Wraithfighter and Fire Prism did most of that – they must have done six wounds each a turn for every turn they were alive.

**Dan:** Whoa there, I killed one of your Sentinels. I may have failed abysmally to get to the objective, but give me a little credit.

**James:** I think if you'd gotten Khârn into the

main building it would have been a very different story. He would have turned the place into a slaughterhouse. I reckon you need more transport vehicles to get your units into combat faster.

**Chris:** And not to have attacked me! If we hadn't bickered at the start of the game and teamed up instead I reckon I could have won. I mean 'we'. We could have won...

**Dan:** When I saw how fast your army moved I changed my plans – I couldn't have you getting there first. You must admit, I did distract a lot of your army for a while.

**Maxime:** We really appreciated that, so thanks. I've also decided that you should always overcharge a plasma weapon.

**James:** It's a good choice.

**Maxime:** Is it really a choice, though? You should fight with glory or not at all.

**James:** You did kill a lot of your own Hellblasters.

**Maxime:** (Shrugs.)

**Dan:** I think flyers might be an option for me. Seeing the Stormhawk Interceptor and Wraithfighter in action was really cool.

**Maxime:** I'm going to paint more Black Templars for my army – Abhor the Witch!



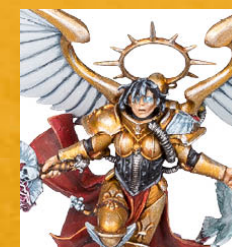
## MODELS OF THE MATCH

After a great game it's always fun to discuss who our models of the match are – the heroes (or vehicles) that did something suitably epic in the game. We asked the warlords to pick out their stars of the show.

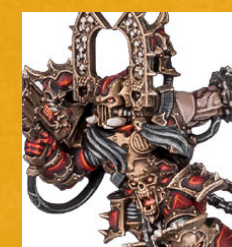
**Maxime:** For me, it has to be Roboute Guilliman. I felt a bit guilty using him at times, then Chris killed him and I felt better about it. Still, he was a monster, just as a Primarch should be.



**James:** For me it was Celestine. She was great fun to use and her Geminae Superia just wouldn't stay dead. I want to base a whole Imperial crusading army around her, I think.



**Dan:** Well, most of my army proved to be shocking, but Khârn was hilarious fun to use, so my vote goes to him. I think, perhaps, I should invest in some Khorne Berzerkers.



**Chris:** My Fire Prism performed really well, but for me it has to be Eldrad. Every time he cast Smite he caused five or six mortal wounds – he basically annihilated a unit every turn.





## BATTLE REPORT

# DEATH IN THE WYLDWOODS

Deep in the Wyldwoods of Ghyran, a Skaven invasion has gnawed its way through rock, soil and root to bring destruction to the lands of the Sylvaneth with its arcane war machines. But the denizens of the dark forests will not sit idly by while the Skaven defile their lands.

**A**ncient Villari of the Gnarlroot Glade peered out from the shadows of the Wyldwood at the Skaven skulking around the edges of the forest. The trees were restless, groaning and writhing with fury as the ratmen chopped, drilled and burned their fellow kin, but they were impotent to stop them – the Skaven were guileful for creatures of Chaos and they refused to enter the Wyldwood itself, lurking just beyond its borders. Villari turned to his war host hidden amongst the trees and with a gesture of his staff ordered them to disperse. The Tree-Revenants faded like ghosts into the

darkness, their lithe forms already walking the spirit paths, while the Dryads leapt up into branches and bowers, ready to fall upon any Skaven foolish enough to enter the Wyldwood. A Spirit of Durthu, his soul essence already afire with rage, strode forward when the Treelord Ancient beckoned to him, a gathering of Kurnoth Hunters advancing silently in his wake. No words were exchanged between the two mighty Sylvaneth, for none were required – both knew their duty to the Everqueen. The Spirit of Durthu bowed low and, followed by his Kurnoth Hunters, began the attack.





**Dan:** This Battle Report all came about because Matt Hutson and I have been wanting to play a huge game of Warhammer Age of Sigmar with our own armies for ages, but we'd never found the time (something called Warhammer 40,000 seems to have gotten in the way recently...). Well, now we finally have. Both of us are pretty casual gamers, as we've mentioned before, and we pick and choose the rules that we want to use from the three different ways to play each time we have a game. This time, Matt was keen to fight a battle where our armies were balanced points-wise (an element from matched play games) but otherwise we picked our armies based on the models we had in our collections. I know that my Skaven army is smaller than Matt's Sylvaneth force, so I simply took all the models in my collection, which weighs in at just over 2,800 points – a pretty good-sized force for a game.

**Matt:** My Sylvaneth collection comes in at well over 6,000 points now, so I've had to prune my force considerably to match Dan's. While Dan's force is, appropriately, a chaotic rabble of Skaven units, I wanted my Sylvaneth to be a lot more coherent. I really like the warscroll battalions in the Sylvaneth battletome and so based my army around them – not only do they give my force more structure, they also make my units more powerful and give me access to more spells, artefacts and arcane treasures. We also chose not to enforce the unit requirements on the pitched battle chart, mainly because Dan doesn't have enough battleline units painted for his army yet. For the battle itself, we picked a scenario from the General's Handbook 2017 – a Knife to the Heart – and used all the rules for deployment, game duration and victory conditions presented on the battleplan.

#### DAN & MATT

These two dwarfers are no strangers to Warhammer Age of Sigmar, having fought many games against each other over the last two years.





# BATTLE REPORT



## UNLEASH THE WEAPONS OF SKRYRE!

**Dan:** My army was always intended to be a Clans Skryre army, hence the vast number of weapon teams in my force. Sadly, I lack the Stormfiends and Skryre Acolytes to make it a fully-fledged Clans Skryre force, so for the moment it is just a pure Chaos army.

My general is the Verminlord Warbringer Khrinq Barbedblade (1) – a suitably impressive commander for my ratty horde. I picked the Dark Avenger warlord trait for him and the Chaos Talisman artefact, both of which get better when used against units with the Order keyword – which would be all of Matt's models. Supporting the Verminlord in his lordly duties are my Arch-warlock Ratticus Klaue (2), two Warlock Engineers (3), a Warlord (4), a Plague Priest (5) and a Deathrunner (6), which I'll be using as an Assassin in this game because I've only got one of two I need painted so far...

The core of my army is two 20-strong units of Clanrats (7 and 8) and a 20-rat unit of Stormvermin (9). If I keep the Stormvermin near the Verminlord, I should be able to give Matt a nasty surprise in combat – they can potentially rack

up a +3 bonus to hit in close combat by combining the effects of Dark Avenger, Unpredictable Destruction (the Chaos battle trait) and their own Murderous Ferocity special rule.

Then there are all the guns. I love weapon teams and I've got 11 of them in this army, including five Poisoned Wind Mortars (10), four Warpfire Thrower teams (11) and a Ratling Gun (12). The eleventh weapon team is a Warpgrinder (13), which I plan to use in conjunction with my Stormfiends (14), enabling them to tunnel up onto the battlefield wherever I need them most. My plan is to use them either to take Matt's objective or hunt down his Treelord Ancient. Last time we fought they killed his general in a single round of shooting and combat, so I know they can do the damage.

My last additions to the army are a Warp Lightning Cannon (15) for some unpredictable long-ranged monster sniping and a Doomwheel (16), which I hope will be able to run over some of Matt's smaller branch-things. At least, that's my cunning plan.

**POINTS VALUE: 2810**





## UNLEASH THE WEAPONS OF SKRYRE!

**POINTS VALUE: 2840**

**Matt:** Over the last year or so I've been slowly adding to my Sylvaneth army in an attempt to build a full-strength Gnarlroot Wargrove (see page 122 in Battletome: Sylvaneth). I'm actually only a couple of units short of achieving my goal, which means I've got loads of models to choose from for this game.

My army is led by the Treelord Ancient Villari (1), who is the head of my first warscroll battalion – a Sylvaneth Household that also contains a Branchwych (2) and a unit of 10 Tree-Revenants (3). Normally you can only have a Treelord leading a Household battalion, but the Gnarlroot Wargrove enables me to field a Treelord Ancient, giving me some extra spell-casting potential. I've then got a second Household battalion, this time led by a Treelord (4) and also containing a Branchwych (5) and 10 Tree-Revenants (6).

My third warscroll battalion is the Free Spirits battalion, which includes a Spirit of Durthu (7) and three units of Kurnoth Hunters, one each armed with Kurnoth Greatswords (8), Kurnoth Scythes (9) and Kurnoth

Greatbows (10). These will be my main attack force and their Swift Vengeance ability should ensure they get into combat nice and quickly.

The last additions to my force are a Branchwraith (11) and 30 Dryads in one massive unit (12). I could have put them in three 10-model units and fielded a Forest Folk warscroll battalion, but I know how much damage the Skaven can dish out and I need a unit that can survive battleshock tests. My plan is for these Dryads to hang back and hold my own objective and deny Dan the chance of stealing it from me.

Having three warscroll battalions in my army gives me several useful bonuses. First, I was able to pick three additional artefacts for my army. I chose the Silverwood Circlet for Villari and the Warsong Stave for his Branchwych. The Branchwych in the second household carries Daith's Reaper, while the Spirit of Durthu has been gifted with the Oaken Armour. My army also has access to the incredibly useful Verdurous Harmony spell that's unique to the Gnarlroot.



## BATTLE REPORT

# DEPLOYMENT: A TIME FOR TRICKS AND PLANS

Having advanced to the borders of the Wyldwood, the Skaven gaze into its shady depths and see what they fear most – an army lying in wait for them. Much squeaking takes place as they prepare for battle.

**T**he Skaven snuck cautiously towards the woods, now well aware that something nasty waited for them in the darkness beneath the leafy canopies. The scent of Skaven fear-musk was heavy in the air, but the Verminlord towering over the ratmen horde ensured that none of them fled. Squeak-roaring his orders, Khrinq Barbedblade gestured with his doom glaive for the Skaven to spread out into a battle formation – if his force could take and hold the two Realmgates in the area, they would be able to send Skaven weapon teams through the portal and into the heart of the Wyldwood and burn it down from the inside out. Khrinq congratulated himself for the cunningness of his plan. He had many war machines of the Clans Skryre at his disposal and no shortage of sycophants willing to enact his orders.

Treelord Ancient Villari watched as the Skaven occupied the ruins on the outskirts of the Wyldwood. Though the Skaven were a cunning race, he could anticipate their plans – the Realmgates were pivotal to their conquest of this land, so he must stop the ratmen using them. His Dryads spread out around the forests to the west, ready to repel any invaders, while the Spirit of Durthu marched east with his Kurnoth Hunters, ready to sweep around the flank of the Skaven force. Villari kept his Tree-Revenants back in reserve – they could use the spirit paths to sneak up on the Skaven, appearing behind them when they least expected it. Villari hoped his Branchwyches would be able to keep his noble warriors alive – the warpstone-powered weapons of the Skaven were notoriously dangerous and this invading army had many of them.

Both players taking it in turns, Dan places a unit first. He deploys one of his units of Clanrats on his objective (1).

Matt responds in kind, placing his Dryads around his objective (2).

Dan places his second unit of Clanrats close to the Arcanabulum (3), ready to run for Matt's objective but far enough back that they can cover in the ruins if his plan goes wrong. Matt places his Branchwraith with his Dryads (4).

Dan sets up the Warp Lightning Cannon with a commanding view of the battlefield (5) while Matt places his Tree-Revenants right at the back of his deployment zone (6), ready to use their waypipes to walk the spirit paths and appear anywhere on the table later in the game.

Seeing Matt's devious plan, Dan deploys his weapon teams one at a time (they are all separate units), starting with his Poisoned Wind Mortar teams, which he hides behind the ruined buildings (7). Because they can fire indirectly, they won't need to see the enemy to shoot at them.

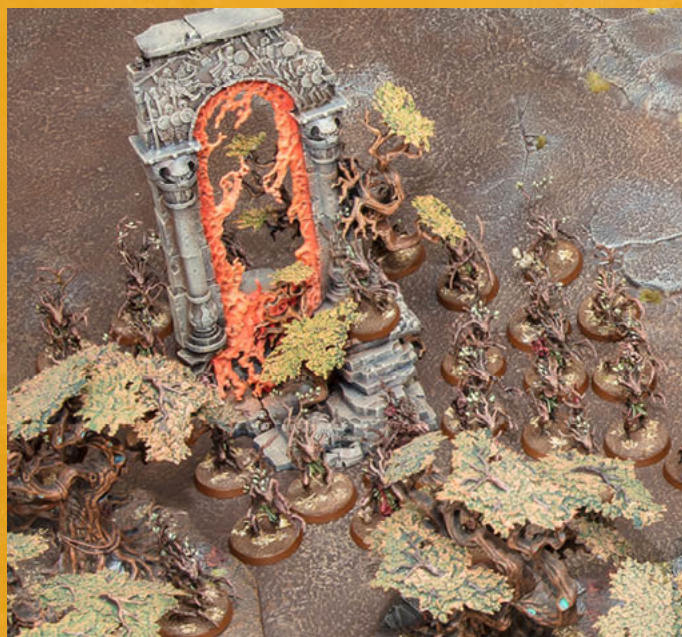




## THE BATTLEPLAN

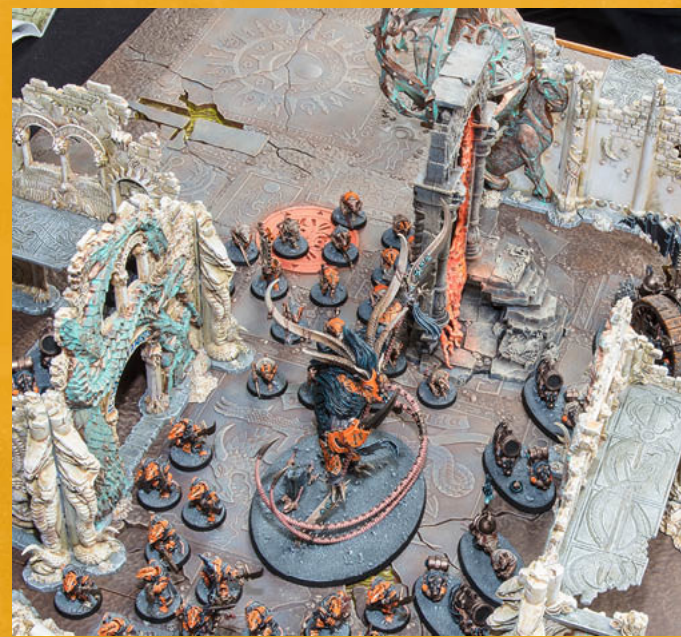
The Knife in the Heart battleplan is a pretty simple scenario to play. A line is drawn between two opposite corners, creating diagonal deployment zones. Two objectives are then set up 20" from the other two corners of the board, one in each player's deployment zone. The winner is the player who captures both objectives. If neither player holds both objectives by the end of the fifth battle round, the player that destroyed more of the enemy army is declared the winner.

For this battle, Matt and Dan used two Realmgates as the objectives they were fighting over.



## THE SYLVANETH REALMGATE

Matt chose to defend his objective with his massive unit of 30 Dryads and his Branchwraith. Because of the size of the Dryad unit, Matt could both defend the Realmgate (preventing units from coming through it) and ensure that Dan's tunnelling Warp-grinder and Stormfiends couldn't deploy in the corner of the board behind it. The Branchwraith could also summon more Dryads if the Skaven threatened the security of the gate in any way.



## THE SKAVEN REALMGATE

Dan concentrated most of his units around the Realmgate in his deployment zone. Like Matt, he deployed one large unit on it – 20 Clanrats – then set up everything around them. He kept his Poisoned Wind Mortar teams far back in this corner of the board along with his Warp Lightning Cannon. Khriq Barbedblade deployed just north of the Realmgate along with the Stormvermin. Like Matt, Dan planned to deny the enemy the chance to move through the Realmgate.



Matt places more Tree-Revenants at the back of his deployment zone (8), then starts placing Kurnoth Hunters on the flank closest to the ruined settlement (9). He sets up the two close combat units first, followed by the ones armed with bows.

Dan continues to place weapon teams, though now he is on to his Warfire Throwers (10). Again, he keeps them out of the Sylvaneth's line of sight, because he knows Matt will shoot them if he can see them.

The last of Matt's units to deploy are the Treelord Ancient (11) and the Spirit of Durthu (12), while the two Branchwythes hide amongst the trees (13) and Tree-Revenants (14), respectively.

Dan's final units to deploy are the Doomwheel (15), which he places in the middle of his battleline, the Stormvermin (16), which he positions guarding his right flank, and the Arch-warlock and Plague Priest (17). Miraculously, he's left enough space for his Verminlord (18) to deploy behind his rat-elite. Sometimes Dan actually does think ahead!



# BATTLE REPORT

## BATTLE ROUND ONE: THE TREES ARE ALIVE!

**S**eeing the Sylvaneth advancing through the woods, the Skaven took the initiative and scuttled into a semblance of a battle formation. Unwilling to enter the Wyldwoods to the east, the Stormvermin lurked on the outskirts, while the Clanrats to the south moved cautiously forward without committing themselves to an assault. The Arch-warlock cast a Mystic Shield over the Stormvermin, but the rustling of the trees nearby encouraged the Skaven warlocks to move further away from them before casting any more spells. A barrage of mortar bombs from the Poisoned Wind Mortar teams flew overhead, accompanied by fearful squeaks as several misfired. The brittle glass globes smashed into the Kurnoth Hunters, killing two in clouds of billowing gas as a third was shredded by the nearby Ratling Gun, its barrels glowing white-hot as the crew overcharged it.

Dan's first action of his turn is to see if his Warp-grinder and Stormfiends turn up, which they fail to do.

The Verminlord imbues the Stormvermin with his Inspiring Presence but fails to cast Death Frenzy on them (1). The Arch-warlock (2) succeeds in casting Mystic Shield on the Stormvermin, though. Fortunately, neither spell rouses the ire of the nearby Wyldwood.

Skaven movement is minimal, with only the Clanrats and the Doomwheel near the Arcanabulum moving forward (3).

The Ratling Gun (4) moves into range of the Kurnoth Hunters, cranks its gears into overdrive and unleashes hot warplead at them, shredding one. The other two are killed by a concentrated barrage of Poisoned Wind Mortars, despite two of the mortar crews wounding themselves (5).

In response, Matt uses the Swift Vengeance ability from the Free Spirits warscroll battalion to move the surviving Kurnoth Hunters towards the Skaven lines (6), while Ancient Villari tells his people to Heed the Spirit-song (7).

The Sylvaneth responded with righteous fury at the death of the Kurnoth Hunters. The remaining Free Spirits raced towards the Stormvermin while the Treelord Ancient cast Awakening the Wood, causing the trees next to the Stormvermin to come alive and swallow two of them, along with an unlucky Warpfire Thrower team. Suddenly, a Treelord emerged from the same copse of trees, having spirit-walked across the battlefield. While it throttled a couple of Stormvermin with its strangleroots, it failed to engage the Stormvermin in combat, leaving the sword-carrying Kurnoth Hunters to deal with them. Leaping into battle, the Free Spirits first hacked apart the Ratling Gun weapon team, then stomped and smashed several of the Stormvermin to death. In return, the Stormvermin fell upon the Kurnoth Hunters with murder

### SO MUCH MAGIC!

Both Matt and Dan have a lot of wizards. Dan has a Verminlord, an Arch-warlock and two Warlock Engineers, while Matt is fielding a Treelord Ancient, two Branchwyses and a Branchwraith. In addition to their usual spells, the four Sylvaneth wizards know an extra spell from the Deepwood Spell Lore and, because they are from the Gnarlroot Grove, they can cast an extra spell each a turn. They all also have access to the Verdurous Harmony spell, which can resurrect fallen Sylvaneth models.



### SMASHED TO KINDLING

**Dan:** I'd experienced the effects of the Verdurous Harmony spell before and knew I would have to kill a unit a turn to ensure dead models didn't magically get back up again (or target Matt's wizards to stop the spell altogether). That's why I aimed all my weapon teams at the Kurnoth Hunters with scythes – I was very pleased I managed to kill them all!







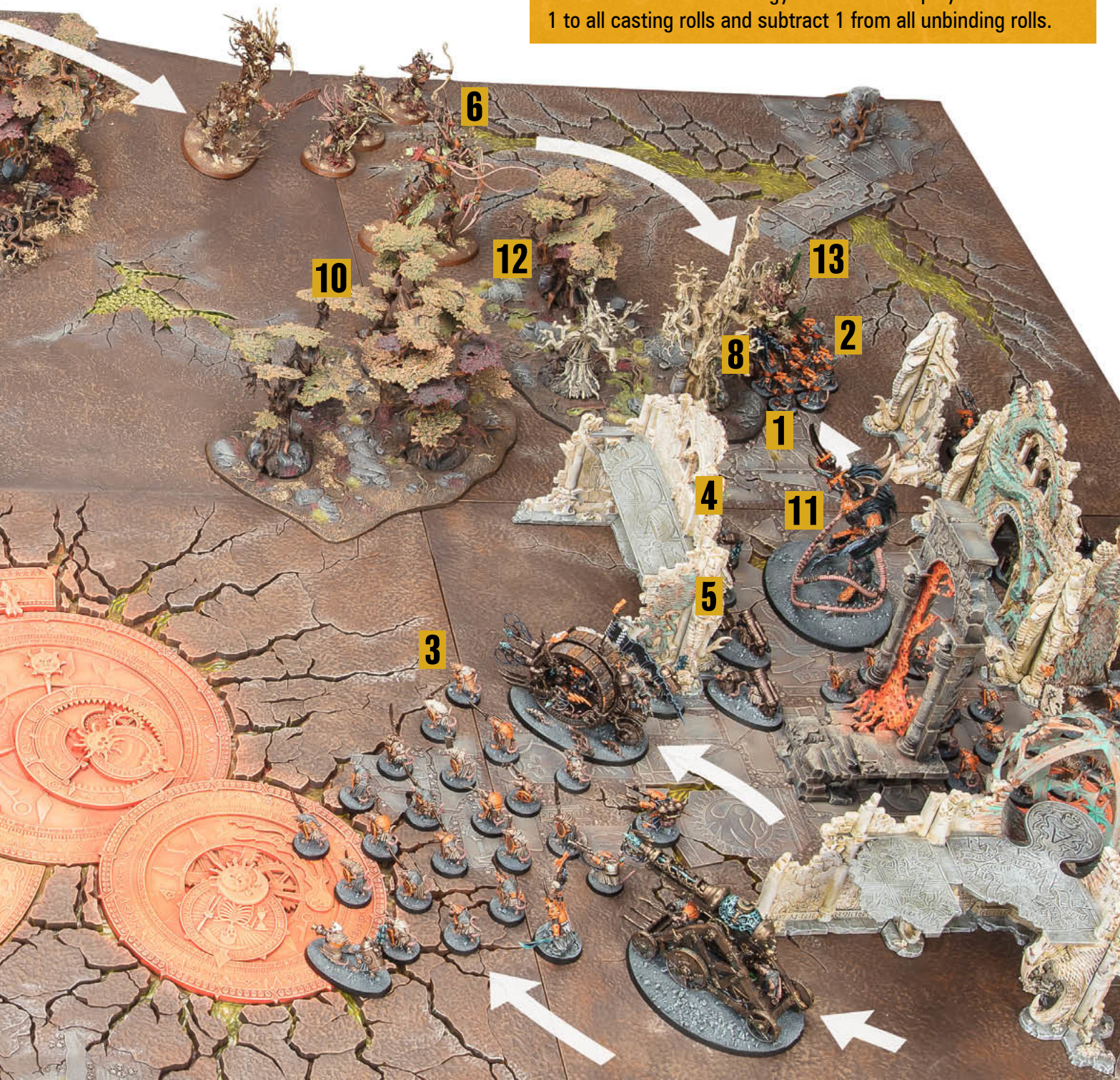
## DESTROY THE INTERLOPERS!

**Matt:** Having seen one of my units of Kurnoth Hunters blown to pieces by mortars, I decided to get stuck in as quickly as possible. I moved the surviving Kurnoth Hunters as far forward as I could with Swift Vengeance (they get an extra move) and then charged the Stormvermin. That almost proved to be a mistake. The Spirit of Durthu failed his charge to support them and Dan's Stormvermin were hitting on a 2+ because of the proximity of the Verminlord! I lost nine wounds on my unit, but I did kill six Stormvermin and that blasted Ratling Gun.



## THE ARCANABULUM

For this battle, Matt and Dan decided to fight over the battlefield that Matt painted for an article a few issues ago. Seeing as he'd painted a tile with a lovely orange Arcanabulum on it, they thought it would be churlish not to use it. To find out what the Arcanabulum did each battle round, each player rolled a dice and consulted the chart in the Dominion of Chaos book. In the first battle round, the Arcanabulum had an Energy Release. Each player would add 1 to all casting rolls and subtract 1 from all unbinding rolls.



The Treelord Ancient then casts Awakening the Wood on the trees closest to the Stormvermin (8), rousing them to anger. The trees kill two Stormvermin and the Warfire Thrower team lurking amongst them.

The Branchwraith summons a unit of five Dryads (9), while the Treelord walks the spirit paths only to reappear at the other end of the battlefield (10).

The Kurnoth Hunters target the Verminlord with their bows (11) but fail to wound him at all thanks to his Chaos Talisman. The newly materialised Treelord manages to kill two of the Stormvermin with his strangleroot attack, though fails his charge (12).

The Kurnoth Hunters with greatswords charge into the Stormvermin and the Ratling Gun (13). They kill the weapon team easily, but only kill six Stormvermin. The rat-elite of Dan's army strike back, causing nine wounds on the Kurnoth Hunters, felling one and almost killing a second. The Kurnoth Hunters do not flee and neither do the Stormvermin, bolstered as they are by the Verminlord's Inspiring Presence.



Matt goes first in the second battle round and advances the Spirit of Durthu and the Kurnoth Hunters once more (1).

The Branchwych (2) casts Verdurous Harmony on the Kurnoth Hunters (3), resurrecting one of their number. Matt's other spells fail due to the Arcanabulum absorbing all the energy on the battlefield.

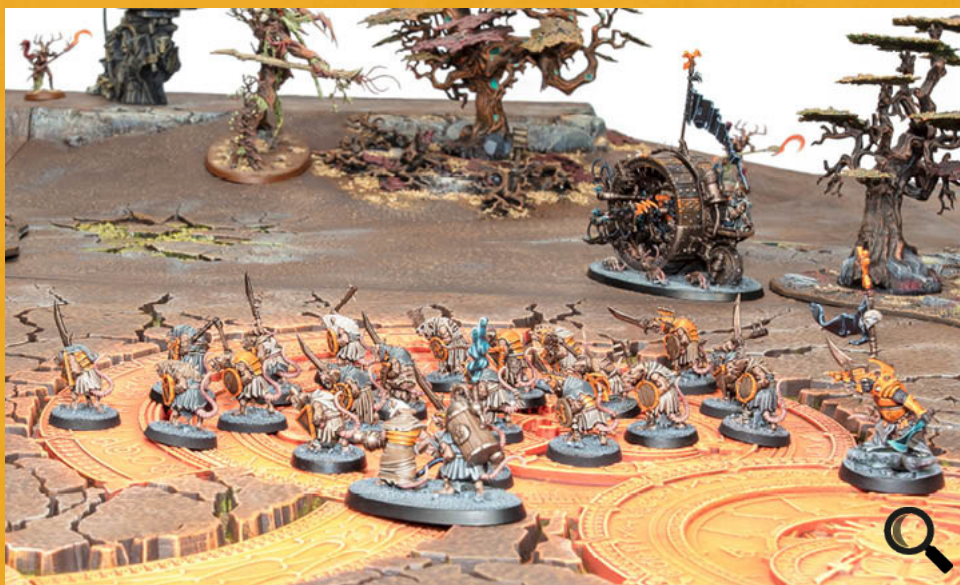
The Tree-Revenants walk the spirit paths, disappearing from the north edge of the battlefield to appear on the eastern edge (4). They charge the Skaven Arch-warlock but fail to hurt him, losing two of their number in return.

The Spirit of Durthu moves through the Wyldwood (5) and uses his Verdant Blast to obliterate a mortar team. He then charges the Verminlord (see below right).

A Skaven Assassin leaps from the ranks of the Stormvermin to kill one of the Kurnoth Hunters (6). When the Kurnoth Hunters attack, Dan removes the models nearest the Treelord to try and prevent him attacking, but the Treelord just reaches the Assassin and crushes him.

#### THE SKAVEN ADVANCE

**Dan:** I held back in the first battle round to see how Matt would commit his forces, then realised he would never move his Dryads off the objective. So the long walk began for my Clanrats. I was a little wary of moving them across the Arcanabulum in case it did something strange, but then I remembered they're expendable! Meanwhile, the Doomwheel headed for the Branchwych.



## BATTLE ROUND TWO: A GENERAL FALLS AND TREES BURN

**A** seeing the assault of the Free Spirits blunted by the Stormvermin, Ancient Villari ordered his Tree-Revenants to walk the spirit paths and join the attack on the eastern flank. His gamble paid off and the Tree-Revenants appeared next to the Arch-warlock before leaping straight into combat with him. Nearby, one of the Kurnoth Hunters slain by the Stormvermin lurched back to life and rejoined the fight against the Skaven supported by the Treelord. Though another of the Kurnoth Hunters was slain by an Assassin hiding in the midst of the Skaven unit, the Stormvermin were finally wiped out. It was then that the Spirit of Durthu strode through the trees to engage Khrinq Barbedblade in combat. It was a brief fight, the colossal tree-spirit swinging his guardian blade to mortally wound the Verminlord before eviscerating him with his impaling talons.

#### THE SPIRIT PATHS

Some Sylvaneth units such as Treelords and Tree-Revenants can use spirit paths to move quickly across the battlefield. After the first battle round, Matt realised his assault on Dan's flank could be in jeopardy following the loss of his Kurnoth Hunters. To bolster his attack, he moved his Treelord over from the western flank, walking him from one Wyldwood to the other. He also committed one of his units of Tree-Revenants to the fight, removing them from the table and placing them on the eastern board edge.



At the death of their leader a wave of panic swept through the Skaven ranks, but the ratmen were not out of the fight just yet. The Warlocks of the Clans Skryre unleashed the full fury of their dark magic on the Sylvaneth, wounding the Kurnoth Hunters, the Spirit of Durthu and the Treelord. Much squeaking took place as the Arch-warlock Ratticus Klaue assumed command of the army and warpstone weapons were turned on the Spirit of Durthu, incinerating the mighty tree-spirit before a lightning blast thundered past his still-smouldering trunk to blast a hole out of the Treelord. Knowing the nearby Branchwych could heal the wounded Sylvaneth, Klaue ordered the Doomwheel and the Poisoned Wind Mortar teams to kill her, but none succeeded, the Doomwheel lurching to a halt in front of her and the mortar teams hurting only themselves as they tried to recalibrate their deadly weapons.





### SPIRIT WALKERS

**Matt:** Using the spirit paths, I brought my Tree-Revenants in on Dan's flank to bolster my attack. They just managed to get into combat with his Arch-warlock, but he is one tough rat to kill – I didn't realise he had a 3+ save! The Tree-Revenants really struggled against him.



13

One of the Warlock Engineers casts Warp Lightning on the Spirit of Durthu, causing three mortal wounds (7).

The Clanrats and Doomwheel both advance (8).

The two Warpfire Throwers (9) scream for more-more flaming death and incinerate the Spirit of Durthu, his Oaken Armour no protection against the mortal wounds they cause.

The Warp lightning cannon also does three mortal wounds to the Treelord (10).

Following their successful shooting in the previous round, the mortars (11) fire at the Branchwych but only succeed in killing one mortar team...

The Kurnoth Hunters finish off the last few Stormvermin in combat (12).

The Plague Priest is wounded by the Tree-Revenants, but they in turn once again fail to hurt the Arch-warlock (13).

### THE MAGICAL ARCANABULUM

Energy Absorption. Subtract 1 from all spell casting rolls and add 1 to all spell unbinding rolls.

10

5



### A ONE-SIDED DUEL

**Matt:** The Spirit of Durthu is a combat monster – his guardian sword does six damage with every hit! I knew that even if my dice rolls were average I should be able to inflict serious damage on the Verminlord and then, if I was lucky, kill him with the Spirit's massive impaling talons. Amazingly, despite the Verminlord's 5+ save for his Chaos Talisman, 11 of the 12 wounds the Spirit of Durthu inflicted on him got through. I didn't even need to use the Impale special rule – one hit from the talons and the Verminlord was dead!



# BATTLE REPORT

## BATTLE ROUND THREE: WHERE ARMIES ATTACK AND RETREAT

**H**aving taken command of the Skaven army, Ratticus Klaue ordered his followers to unleash every weapon they had on the Sylvaneth regardless of the possibly fatal consequences to themselves. Warpstorms and warp lightning ravaged the Treelord and Kurnoth Hunters before warpfire and poisoned wind globes engulfed them, leaving the Treelord a burned husk and the Kurnoth Hunters severely mauled once more.

Then a great rumbling came from the centre of the battlefield and the ground collapsed to reveal a Warp-grinder team followed by a trio of hulking Stormfiends. Seeing the Sylvaneth so close, the huge Rat Ogors roared in delight and ran straight towards the Treelord Ancient, but Villari was no seedling and weathered the storm as the beasts attacked him. Nearby, his

### THE DREADED DOUBLE TURN

In Warhammer Age of Sigmar players roll to see who will go first in each battle round. You may have gone last in the previous battle round and you could end up going first in this one, giving you two turns in a row. Most generals will know to be aware of this, but it takes a cunning commander to know how to exploit and protect against it. In this game, Dan had one double turn and Matt had two, and both of them used them to their full potential, ensuring victory really could go either way.



household Branchwych stoically battled the rampaging Doomwheel while simultaneously bringing new life to the wounded Kurnoth Hunters. Spurred on, the Free Spirits fell upon the Warpfire Throwers and chopped them to pieces as the closest Wyldwood came to life and engulfed the Poisoned Wind Mortar teams. Nearby, Ratticus Klaue finally crushed the last of the Tree-Revenants with his piston claw.

On the western flank, the Skaven advancing on the Sylvaneth Realmgate found themselves assailed by Dryads. They somehow managed to fight them off, though lost a potent weapon team in the process. Across the battlefield the fights swung back and forth, neither side gaining the upper hand, but unbeknownst to the Skaven, another units of Tree-Revenants had snuck up behind them ready to claim their Realmgate.

Dan takes the first turn in the third battle round.

The Arch-warlock wounds both units of Kurnoth Hunters with Warpstorm (1), while the two Warlock Engineers wound the Treelord with Warp Lightning and Arcane Bolt (2).

The Doomwheel rumbles towards the Branchwych, fails to zap her with its warp lightning generators and then fails to run her over (3).

The Warp-grinder, accompanied by a trio of Stormfiends, bursts from the ground in front of the Treelord Ancient (4). The Stormfiend armed with the ratling cannons fires an auspicious 13 shots at Ancient Villari but only wounds him once. The Stormfiends then charge in but barely wound the Sylvaneth general thanks to his Heed the Spirit-song command ability and his Gnarled Warrior command trait.

The Warpfire Throwers incinerate the Treelord (5).

The Warp Lightning Cannon fires and kills another Kurnoth Hunter (6).



### DON'T GO INTO THE TREES!

Matt: Dan was being really careful about keeping his Skaven units more than 1" away from the Wyldwoods to ensure that I couldn't use the Treesong spell on them. However, when my summoned Dryads charged into combat, Dan completely forgot about this and piled his Clanrats in, moving them nice and close to the trees. My plan was working!





### SURPRISE RAT-ATTACK!

**Dan:** My Stormfiends finally arrived in the third battle round, having followed a Warp-grinder through a (very large) tunnel to appear in the middle of the battlefield. I aimed them straight at the Treelord Ancient – if they could kill him quickly (they did last time I fought Matt) I could then rush them straight towards Matt's objective without worrying about any super-trees resurrecting the Dryads when I killed them. The Warp-grinder could even help out if I needed it to, as it's a pretty dangerous weapon itself.



### MORE HUNTERS!

**Matt:** The Kurnoth Hunters proved to be very entertaining in this battle. Every time Dan killed one, I resurrected it using Verdurous Harmony. I had to keep using the Swift Vengeance ability to sneak the Kurnoth Hunters back in range of the Branchwych for the spell to work, then charged them forward into the Skaven lines. With the Verminlord dead, Dan really had nothing nearby that could kill them in combat.



A Kurnoth Hunter comes back to life thanks to the nearby Branchwych (7).

The Treelord Ancient casts Awakening of the Wood, causing the Wyldwoods to move closer to the nearby mortar teams. One of the weapon teams is consumed by the trees (8).

The Branchwraith summons eight more Dryads (9), which charge the Warfire Thrower on the western flank and shred it. The other summoned unit of Dryads charges the Clanrats but only kills one of them as the Branchwraith attacks the abandoned Warp-grinder team.

The second unit of Tree-Revenants walks the spirit paths to appear behind the Skaven army, though it fails its charge on the Clanrats (10).

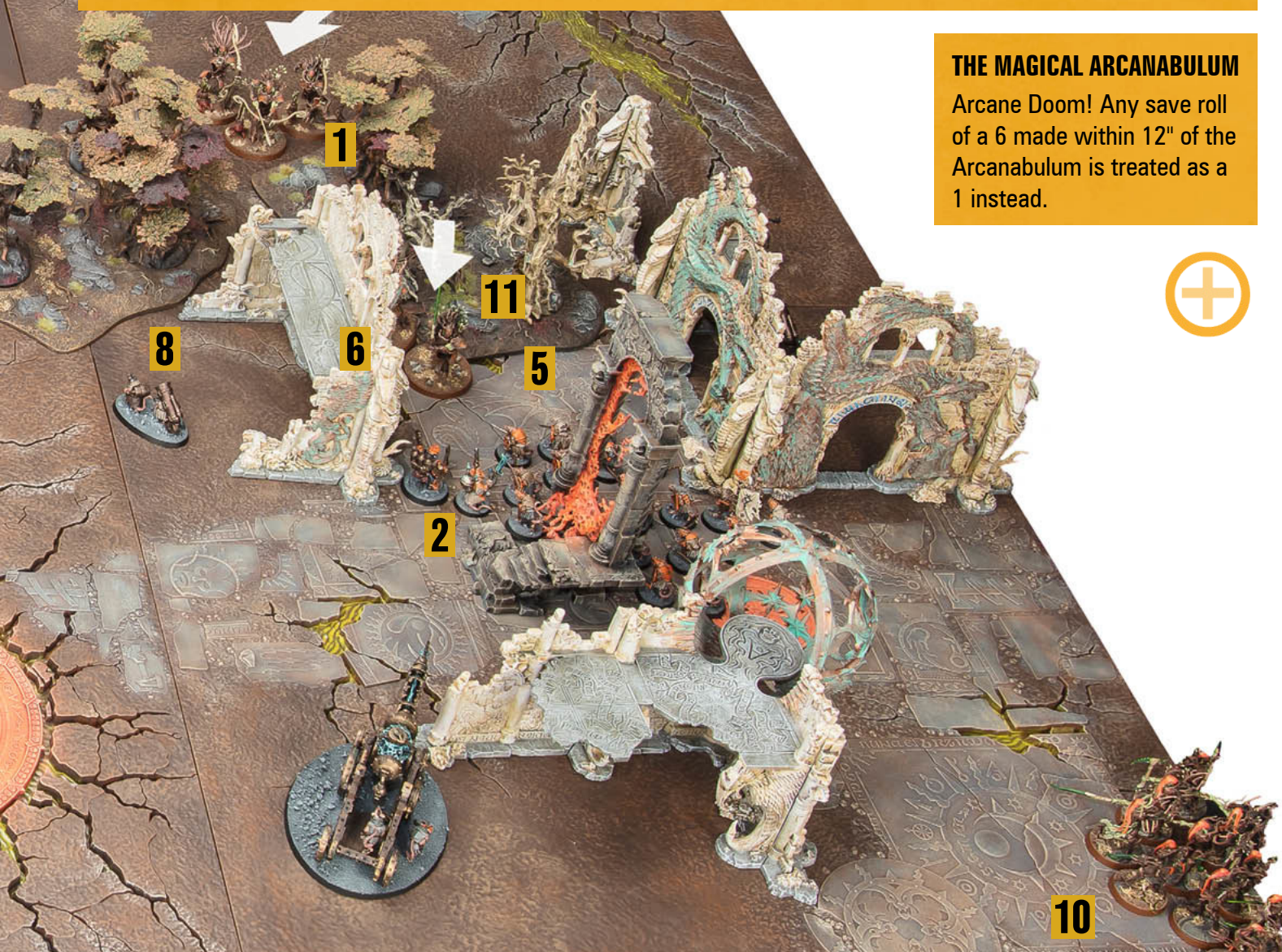
The Kurnoth Hunters charge the Warfire Thrower teams in the ruins and kill both of them (11).

Ancient Villari and the Stormfiends trade blows but nothing dies (12).

The Branchwych fails to damage the Doomwheel but suffers two wounds in return (13).

### THE MAGICAL ARCANABULUM

Arcane Doom! Any save roll of a 6 made within 12" of the Arcanabulum is treated as a 1 instead.





# BATTLE REPORT

## BATTLE ROUND FOUR: A CUNNING PLAN BEGINS TO FALL APART

**W**ith Kurnoth Hunters in front of them and Tree-Revenants behind them, the Clanrats guarding the Skaven Realmgate were starting to panic.

Ratticus Klaue cast a Mystic Shield over them to give them some reassurance, then unleashed a Warpstorm on the Kurnoth Hunters in an attempt to kill them before they got back up again. The Plague Priest once again failed to unleash a Pestilent Breath on the Sylvaneth, while both Warlock Engineers zapped the Kurnoth Hunters again with warpstone-powered magic, felling one of the Free Spirits.

Across the battlefield, the Stormfiends continued to struggle against the Treelord Ancient – who was, if anything, regenerating faster than they were hurting it – while the Clanrats scrabbled and clawed at the Dryads in an effort to kill as many as possible. The nearby Skaven Warlord, seeing an opportunity

### MORTAL WOUNDS

If you've read this far in the Battle Report you can't have failed to notice how many mortal wounds Dan's army inflicted on Matt's Sylvaneth (and on itself). His Warp Lightning Cannon, Warfire Throwers and Warlock Engineers can all cause mortal wounds, making them perfect for taking on well-armoured units like the Spirit of Durthu. But Matt could also play that game and cast Treesong and Awakening the Wood as often as he could, inflicting mortal wounds on any Skaven unit that got near his Wyldwoods.



to slay a Sylvaneth hero, moved to fight the Branchwraith, but was badly wounded by her before he could fight. Between him and the Warp-grinder, they managed to kill her.

The Sylvaneth, while badly beaten, were still fighting strong and once again a Kurnoth Hunter was resurrected by the Branchwych fighting the Doomwheel. The Free Spirits stormed the Clanrats around the Realmgate, causing such horrendous carnage that the survivors fled, leaving the acrid stench of the musk of fear in their wake. To make matters worse, the Tree-Revenants bounded forward and demolished the Warp Lightning Cannon, leaving only four Skaven heroes to defend the Realmgate. Meanwhile, Ancient Villari tore apart one of the Stormfiends with his impaling talon, while the Doomwheel finally crushed the Branchwych, only to be assailed by... another Branchwych! The Skaven Engineer on board cursed his misfortune.

### THE MAGICAL ARCANABULUM

Arcane protection. Any save roll of a 1 made within 12" of the Arcanabulum is treated as a 6 instead.



### FIGHT OR FLIGHT

The Kurnoth Hunters charged into the Clanrats around the Realmgate in what can only be described as a very one-sided fight. The greatsword-armed Hunters butchered 10 Clanrats, then trampled another couple underfoot while only taking a single wound in return. The bow-armed Hunters almost upset Matt's plan when he piled them in and got too close to the Arch-warlock, enabling him to pile in, too. Luckily for Matt, Dan's dice rolling once again proved to be his undoing. The Clanrats, so cruelly savaged, fled the field.



### THE LONG MARCH

Having used the spirit paths to appear behind the Skaven army, the Tree-Revenants failed their charge on the Clanrats. Then they changed their tactics and moved towards the Warp Lightning Cannon before making a 10" charge against it! Their glade banner gives them a 6" pile in move, too, ensuring they all got to fight. The war machine was reduced to kindling.



### A CURIOUSLY INCONSISTENT FIGHT

In the previous battle round the Dryads and Clanrats barely scratched each other despite the negative effect of the Arcanabulum on their armour saves. This battle round, the Dryads mauled the Clanrats and were hacked apart in turn, both sides losing further models to battleshock. Dan, having more Clanrats left than Matt had Dryads kind of came out on top...



# BATTLE ROUND FIVE: THE SKAVEN MENACE DEFEATED

**T**he Sylvaneth saw a chance to capitalise on their gains and pushed home the attack. The Kurnoth Hunters charged both Warlock Engineers and hacked them apart in a flurry of blades, gore and matted fur. To the west, the Tree-Revenants hunted down the Poisoned Wind Mortar team near the Arcanabulum and ripped the crew to pieces before breaking the infernal machine. Ratticus Klaue, having fought so hard throughout the battle, was shot to death by the bow-armed Kurnoth Hunters, while his finest creations – the Stormfiends – were finally killed by the Treelord Ancient as he returned to full health having been healed by the remaining Branchwych. The Branchwych then went on to smash apart the badly battered Doomwheel. With very few Skaven now left alive, the last few Clanrats fought bravely against the Dryads, but finally fell to their talons. The Skaven Warlord flung the Warp-grinder team at the Branchwraith, who killed both of the crew but then died to the Warlord's warpforged blade. The Plague Priest chose not to fight the Kurnoth Hunters, preventing them from claiming the Realmgate, but victory belonged to the Sylvaneth. The Skaven, defeated, slunk away, their tails between their legs.



## THE MAGICAL ARCANABULUM

The Gears of Time Accelerate. Units within 12" double their movement and attack characteristics.

## THE GNARLROOT STAND VICTORIOUS

### A PRETTY CLOSE CALL

**Matt:** At the end of the battle, neither me nor Dan held both Realmgates, so victory would be decided by how many points of the enemy army we had destroyed. We totalled up the numbers and I'd destroyed 2670 points of Dan's Skaven force and suffered losses of only 1380 in return. A minor victory to me!

Now, it may seem like quite a convincing win, but up until my fourth turn the battle really could have gone either way. I reckon there were two things that really kept me in the game – the Branchwych that kept resurrecting the Kurnoth Hunters (Dan said some very mean things about her during the game) and the Treelord Ancient's stubborn refusal to die to the Stormfiends. I thought he was a goner when Dan charged them into him, but I used just the right combination of spells and command traits to ensure he survived. Sure, he wasn't killing the Stormfiends either, but the Treelord Ancient was stopping them from butchering my Dryads, which is all I needed him to do. In conclusion, the Gnarlroot special rules are amazing, Verdurous Harmony is a brilliant spell and warscroll battalions are the best way to build an army.

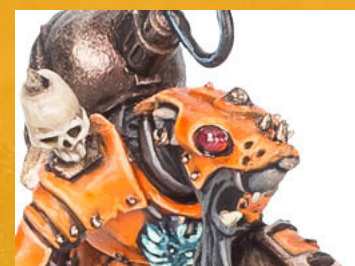
### THE HORNED RAT DOES NOT LIKE FAILURE

**Dan:** Oh, and it was all going so well! That was easily the closest game of Warhammer Age of Sigmar I've had, one of the most exciting and one of the most interesting from a tactical point of view. Matt was fielding an incredibly fast army that fights with guile and deception, while my Skaven were able to deliver a horrendous amount of firepower – neither of us wanted to engage the other with solid battlelines, which made for a really unusual game.

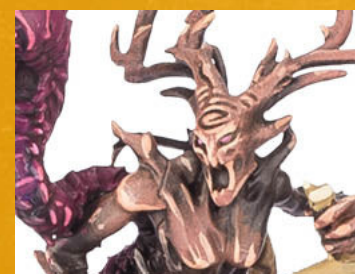
The loss of my Verminlord was a nasty blow so early in the game (it's become his signature move), but I felt his death was vindicated when the Warfire Throwers killed both the Spirit of Durthu and the Treelord. Those ratty flamethrowers are lethal. I wish my Stormfiends had performed as well. Or, rather, that my dice rolls hadn't been so abysmal. I could barely have rolled any worse for them and my whole attack plan hinged on them killing the Treelord Ancient quickly before piling into the Dryads. I really underestimated Matt's magic and because he had so many artefacts he was able to keep his Ancient alive much longer. I also have a new-found hatred for Kurnoth Hunters... 🐀

### MODELS OF THE MATCH

**Dan:** Well, despite his inability to hit most of the time, my Arch-warlock did manage to crunch his way through the Tree-Revenants and he zapped quite a few Kurnoth Hunters with Warpstorm. He's my rat of the battle.



**Matt:** Definitely my Branchwych. Not only did she chop up the Doomwheel, she also managed to heal the Kurnoth Hunters and the Treelord Ancient, ensuring that both of them were able to stay in the fight. Without her, my army would have crumbled.





## COLLECTING

# THE GRETCHIN REVOLUTION

We love showing off people's collections of beautifully painted miniatures in White Dwarf. This month, Miniatures Designer Maxime Pastourel lent us his impressive, not to mention incredibly bright, Gretchin army to feature in the magazine. Enjoy!

### GRETCHINGRAD

Maxime displays his army on a custom-made display board that features the entrance to Gretchingrad, the shanty town where his rebel Grots hang out. The board is made from a couple of Realm of Battle Gameboard tiles bolted together in the middle, with parts from various kits (including a Stompa) used to make the entrance to the settlement. The town's welcome sign was scratch-built by Maxime.

Maxime used a wide range of spare scenery pieces to create his display board, from Shrine of the Aquila flooring panels to tank traps and spare Ork glyphs from the Stompa kit. He painted the scenery in a more muted orange than his units, using weathering powders to make it look worn and filthy.



**M**axime Pastourel is one of the 30-odd miniatures designers that spend their days creating new Citadel miniatures for all of us to build, paint and play games with. And even when he's not sculpting new models for work, he's building and painting them in his spare time, too. This is one of his favourite collections, a Gretchin revolutionary army. Here's Maxime to tell us about his rather unusual force.

"It all began a few years ago when a group of my friends decided to paint new armies for Warhammer 40,000," says Maxime. "I said I'd join in too and they all laughed, saying that because I'm a good painter (I'm alright at painting...) I always pick elite armies with very

few models so I can spend as long on each one as possible. That was the gauntlet laid down. So, instead of picking the very best warriors in the galaxy to paint, I picked the very worst – Gretchin.

"Now, grots aren't an army in their own right – they're normally Orky minions – but anyone old enough to remember the game Gorkamorka may recall the Gretchin Revolution. That seemed like a great way to legitimise the army – they could be grots that had escaped from their Ork masters and were now making a new life for themselves in Gretchingrad, their ramshackle junk town hidden out in the wastelands. The first models I painted for the force were the old metal



### MAXIME PASTOUREL

Maxime is a member of the Citadel Miniatures design team. The first kit he sculpted was the Mek Gun and recently he's been working on the Death Guard (find out more [here](#)).



Like all fans of Orks, Maxime does love a good Squig. Most of these gnashing monsters are from the Gruk Face-rippa model, which Maxime begged and looted from other members of the Design Studio. He didn't paint them red, though, opting instead for a panoply of garish colours. A brave grot rides the most vicious Squig to war.



Gorkamorka Grots, followed soon after by the newer plastic ones. I opted for a really bright colour scheme for two reasons. Firstly, I thought it would be fun – grots are fun! – and secondly, orange is my favourite colour. I complemented it with a cool turquoise and gave the Gretchin themselves quite bluish skin, too. The palette I used is pretty limited due to the fact the models are so tiny. Actually, that brought up another issue – because the models are so small, you see a lot of their bases, so I put extra time and effort into them. I used small chips of slate and patches of static grass to add texture to them, plus weathering pigments to break up the colours.

“Killa Kans were also an early addition to my force – they’re such characterful models with loads of modelling potential. I have six at the moment but I need more. They’re backed up by the Gorkanaut, which has clearly been looted from the Orks and rebuilt (badly) by the grots. But I wanted more vehicles for my revolution, so I set to work on the Krazy Karavan, which includes all my buggies and grot tanks, plus the Deffkoptas, which I converted out of Sentinel cabs. Then there’s the Mek Gunz for fire support and the Weird-grot with his Madgrots. It’s just a big, fun army and I’ve even won a few games with it. I’m looking forward to using my revolutionary grots in the new edition of the game.

#### KRAZY KITBASHIN'

Even before he was a miniatures designer, Maxime was hacking up kits and combining them together. “Orks are the perfect army for conversions,” says Maxime. “They don’t care if a bit of welding looks messy or if an armoured panel is wonky. That gives you a lot of freedom with your conversions because it doesn’t matter if your cuts are a bit squiffy – it just looks Orky!”



# COLLECTING

## DA BOOMWAGON

"I love the idea of loads of customised grot vehicles swarming across the desert, some driving, some flying, some hovering," says Maxime. "Greenskin vehicles are perfect for conversions because they really can be made from anything and you can be really messy with the kitbashing." This grot tank, for example, was converted out of the original Rhino kit.



Maxime likes to create a narrative for his models. He used the Gretchin Crew from Forge World on this tank as they're all carrying around shells and ammunition, which makes it look like they're loading the main gun. The cannon itself was looted (in part) from a Shadowword.



## OH SO ORANGE

"Most of the colours on my grots are applied pretty simply, even drybrushed in places," says Maxime. "The bright orange tends to draw the eye away from those areas, though. I painted all the orange areas Troll Slayer Orange over a Corax White undercoat. I then shaded the orange with a really watered down wash of Khorne Red to intensify the colour. Next I highlighted it by mixing Troll Slayer Orange with Flash Gitz Yellow, then Skull White for the final highlights. It's all painted by hand, too – there's no airbrush blending."



In his quest to paint as many different grots as possible for his army, Maxime converted these cheeky fellows out of Moonclan Grots. He used spare sluggas taken from the Gretchin kit (plus a few from the Stompa crew) to arm them, though most still carry crude blades and sticks with spikes hammered into them.

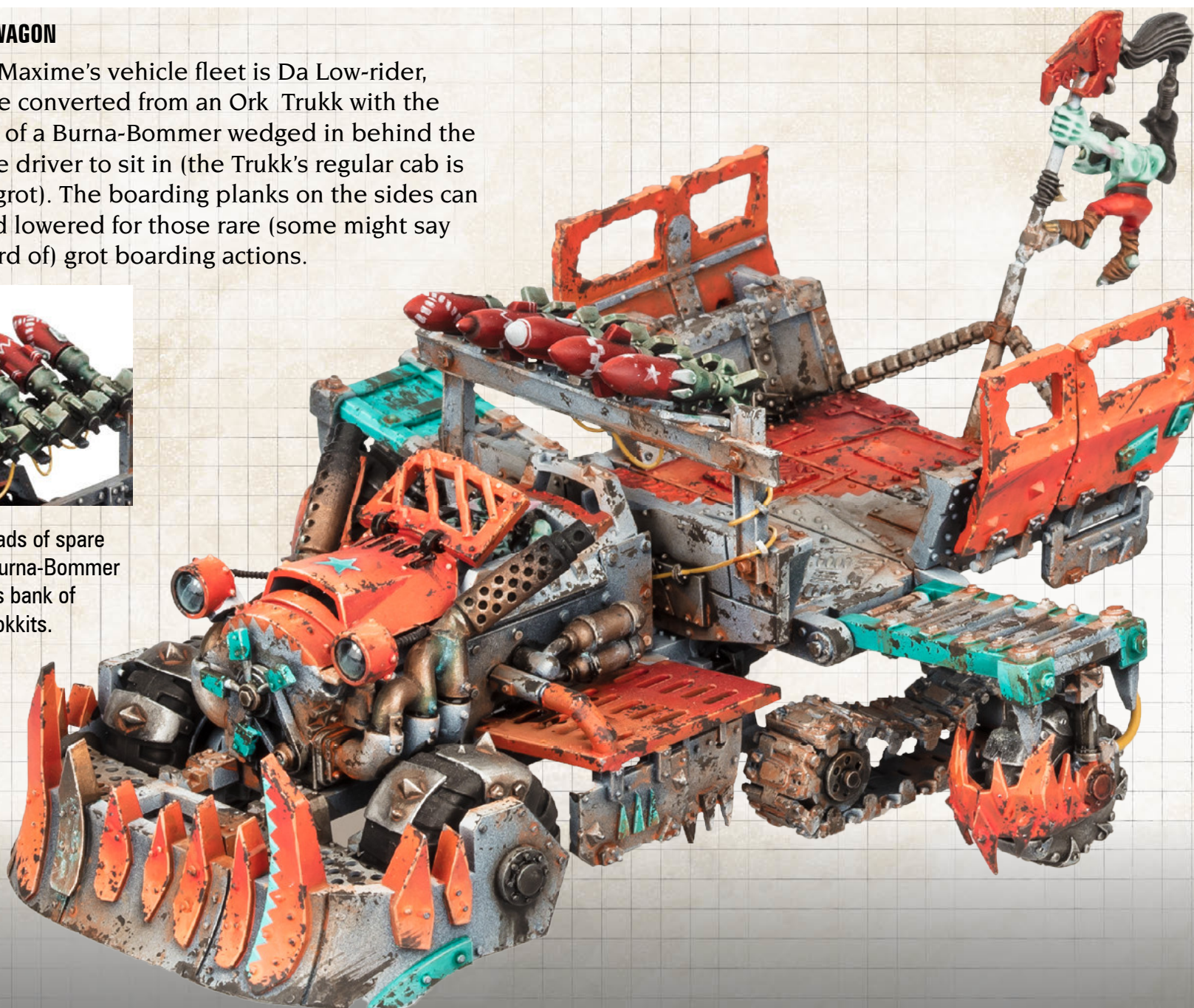


## DA LOW-RIDER WAGON

The pride of Maxime's vehicle fleet is Da Low-rider, which Maxime converted from an Ork Trukk with the turret station of a Burna-Bommer wedged in behind the engine for the driver to sit in (the Trukk's regular cab is too big for a grot). The boarding planks on the sides can be raised and lowered for those rare (some might say as-yet unheard of) grot boarding actions.



Maxime used loads of spare parts from the Burna-Bommer kit, including this bank of deadly-looking rokkits.



## POWER UP THE MEK GUNZ!

"The Mek Gun was the first kit I made for Games Workshop," says Maxime. "I wanted there to be a sense of danger and fun about it, just like the Killa Kans, which I dearly love. It was a strange feeling painting a model that I had sculpted, but really enjoyable, which is why I've got five in my army!"



Of course, Maxime couldn't even leave his own creation unconverted. This Mek Gun has been converted to house a shokk attack gun – one of the more unusual Mek inventions.

The cannon fits surprisingly well on the gun chassis, its fuel hose (by that we mean grot hoover) curled around the gun shield and down to the ground.





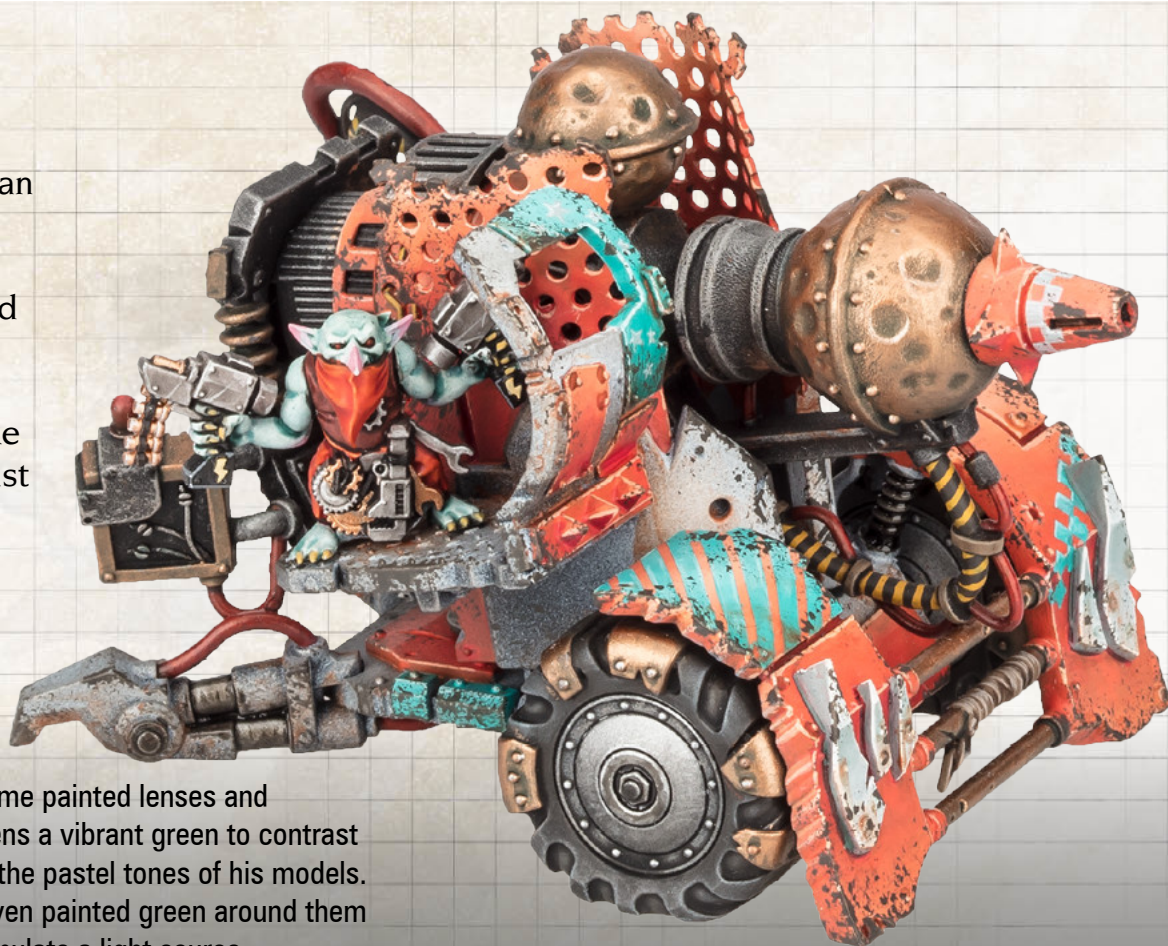
# COLLECTING

## BATTLE DAMAGE

"Grots are messy creatures and they can be really careless with their wargear," says Maxime. "The metal areas on my vehicles and war machines are covered in battle damage, which I sponged carefully onto the edges of armour panels to show where they would make contact with rocks, other vehicles or just clumsy grots. The chipping also helps tone down the orange panels."



Maxime painted lenses and screens a vibrant green to contrast with the pastel tones of his models. He even painted green around them to simulate a light source.



## COLONEL MOUSTACHE

"Colonel Moustache is the commander of my army. He began the revolution and liberated the Gretchin horde, but ironically he's a bit of a tyrant himself. He has a fake moustache – most likely a hair squig – because he once saw a human with one and thought it looked really powerful. He rides to battle on a motorised lectern from where he can oversee the revolution."



Colonel Moustache is based on the Red Gobbo, a classic model from Gorkamorka. Maxime added the moustache and fancy hat. The

lectern was made using plasticard with spare wheels from a Leman Russ tank kit. The head of his former Runtherd hangs from the banner behind him.



## WEIRD-GROT MAGICK

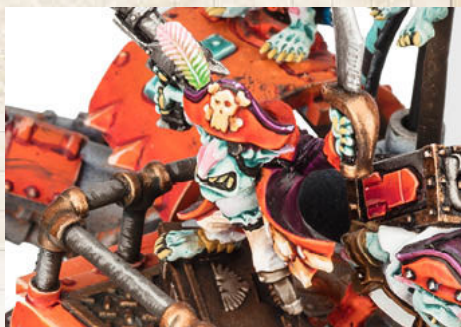
Maxime converted a 'Weird-grot' for his army. He used the body of a Cairn Wraith as the basis for the conversion because it floats ominously above the ground. Maxime then grafted a grot's head into the model's cowl and built a copper earthing staff out of Orky junk such as a force field prong, a Killa Kan shoulder guard, a Nob's gut plate and some Ork skulls.



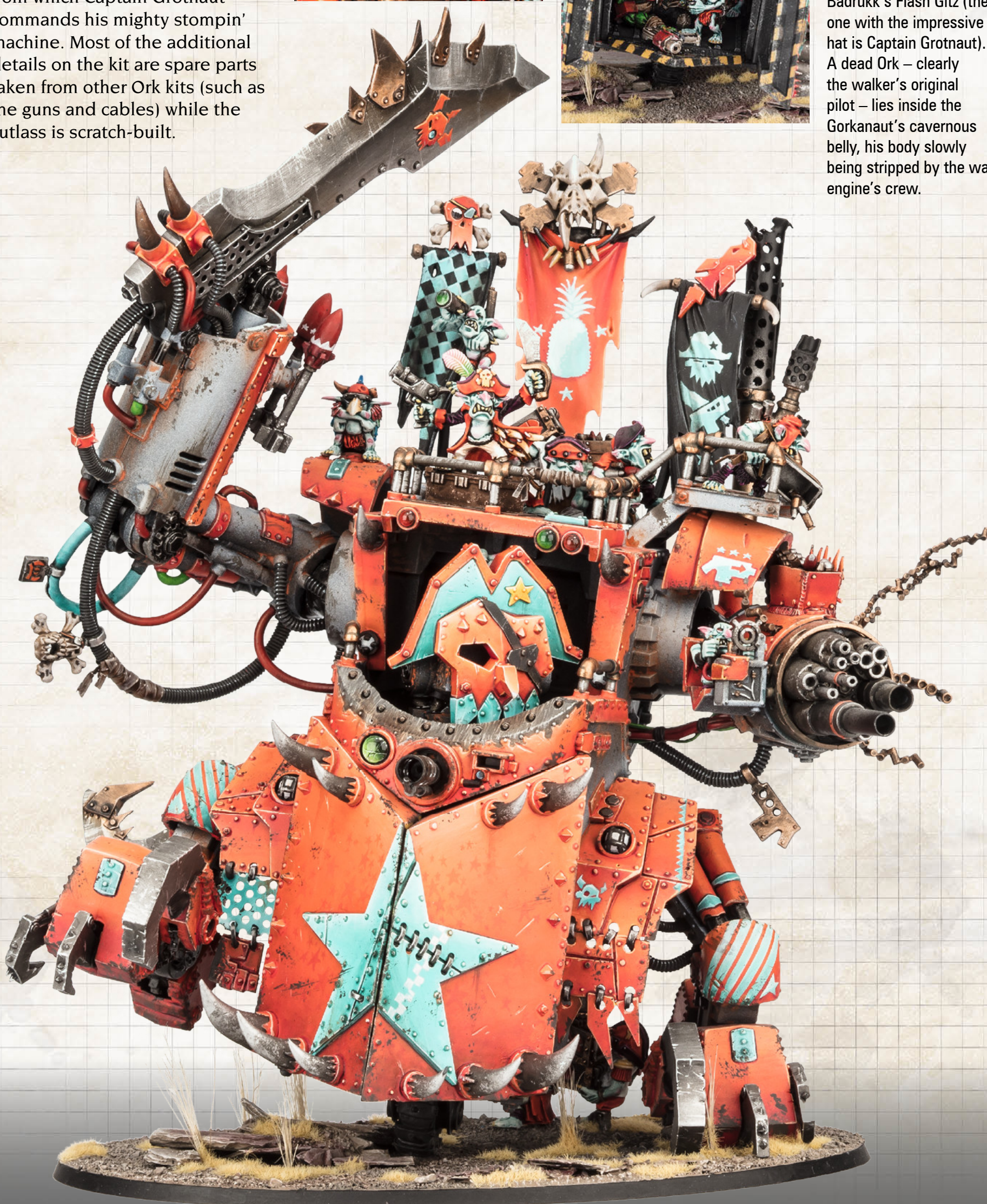


## CAPTAIN GROTNAUT'S GORKANAUT

The centrepiece of Maxime's army is his converted Gorkanaut. Using his sculpting talents, Maxime added a pirate hat and eye patch to the war machine's head and a balcony to the Gorkanaut's back from which Captain Grotnaut commands his mighty stompin' machine. Most of the additional details on the kit are spare parts taken from other Ork kits (such as the guns and cables) while the cutlass is scratch-built.



Maxime added loads of grot crew to his Gorkanaut, including the now-out-of-production Inquisitive Grots set and the Flash Grots that came in the limited edition boxed set of Badrukk's Flash Gitz (the one with the impressive hat is Captain Grotnaut). A dead Ork – clearly the walker's original pilot – lies inside the Gorkanaut's cavernous belly, his body slowly being stripped by the war engine's crew.








# THE FORCES OF ORDER

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This issue, we turn our gazes to the forces of Order in the Age of Sigmar, and what ties these sometimes disparate factions together visually.





The forces of Order in Warhammer Age of Sigmar are rarely defenders – in many pieces of art, Order’s armies are depicted on the offensive, striking back to reclaim what was once theirs. Take Igor Sid’s piece here – the Sylvaneth are striking into the heart of a Dreadhold.

“The main idea was not to just show huge Spirits of Durthu smashing their foes,” says Igor, “but to create a feeling of an irresistible force cutting through the hordes of heavily armoured knights like an icebreaker.”

“With many Gates of Azyr opened, the paths into the Mortal Realms once more lay before the vengeful armies of Azyrheim.”



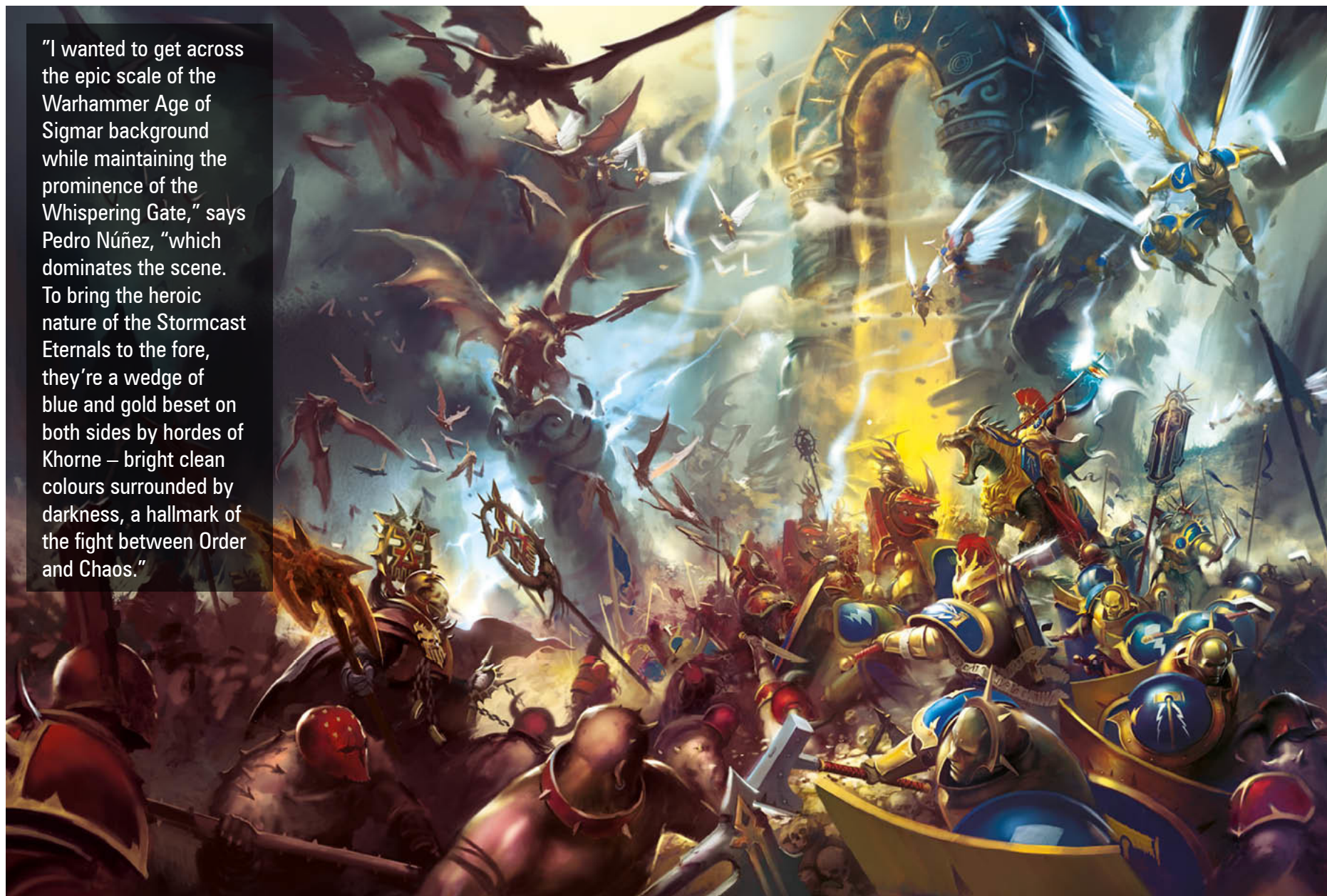
# ILLUMINATIONS

Clean, strong colours as on Sigmar himself commonly feature in Order art pieces.


"The most iconic illustration of Sigmar, for me, was the piece depicting him on a throne with a huge cape flowing down stairs," says Mark Holmes. "I felt that echoing this position would be a good start. With this piece, I got to play with the textures and designs of armour, using the design of Stormcasts to make it clear who he represents, but trying to personalize so it's not a uniform – I hinted at some fur around the shoulders to again reference that 'Barbarian King' image and Sigmar's distant past."



"I wanted to get across the epic scale of the Warhammer Age of Sigmar background while maintaining the prominence of the Whispering Gate," says Pedro Núñez, "which dominates the scene. To bring the heroic nature of the Stormcast Eternals to the fore, they're a wedge of blue and gold beset on both sides by hordes of Khorne – bright clean colours surrounded by darkness, a hallmark of the fight between Order and Chaos."







"My first idea was to paint something really epic," says Jaime Martinez. "I wanted to get across a bit of that tenacity and grit in the Kharadron character – the crew of the Ironclad are facing down a massive Bloodthirster, an embodiment of war, and they're not backing down. You can almost hear the sky-vessel's captain bellow the order to fire. Even with the skywardens flying in to aid them, the Kharadron are facing their last stand with grim doggedness."

"The God of the Heavens called upon his servants and all that remained loyal to him. A great work was to be undertaken."



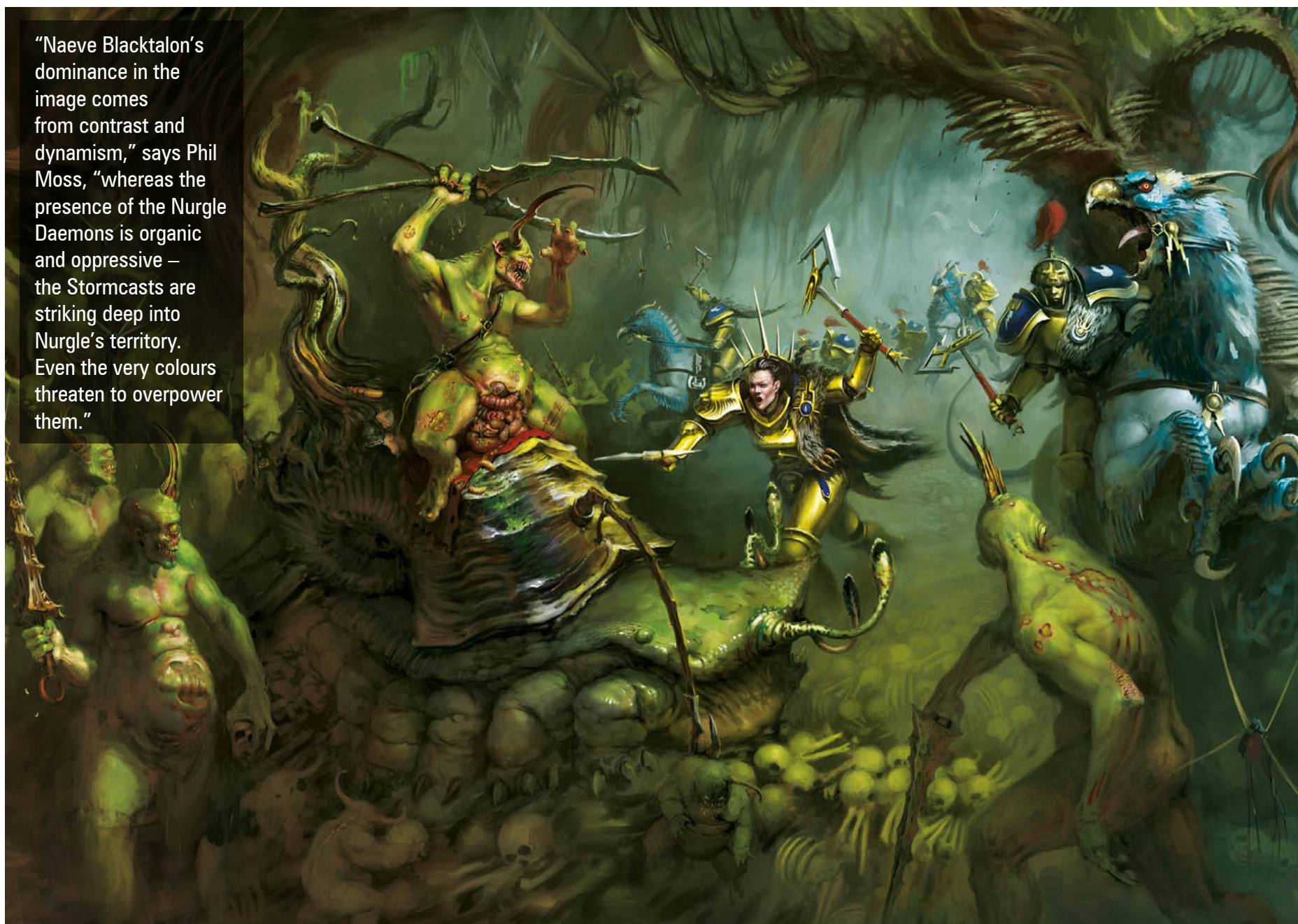
# ILLUMINATIONS

"With this picture, I wanted to show an Arknaut Admiral as an exemplar of the Kharadron Code," says Kevin Chin. "In this case, facing down an Aleguzzler Gargant. The colours of the Admiral are clean, sharp and bright – while the Aleguzzler Gargant has similar tones, they're far more murky and dark."





"Naeve Blacktalon's dominance in the image comes from contrast and dynamism," says Phil Moss, "whereas the presence of the Nurgle Daemons is organic and oppressive – the Stormcasts are striking deep into Nurgle's territory. Even the very colours threaten to overpower them."



"The desperate struggle against an endless swarm of foes tells a dramatic tale of heroism," says Johan Grenier. "There's a strong contrast between the golden armour of the Stormcasts and the red flesh of the Daemons – a wedge of golden light forging into the tide of Chaos."





# ILLUMINATIONS

“Thus did the Stormcast Eternals enter the fray – borne upon the lightning bolts cast by Sigmar himself. And so began a new epoch. The Age of Sigmar.”







"The idea behind this piece was a classic last stand of small group of great warriors, which is a recurring theme with the armies of Order," says Igor Sid. "They're surrounded on all sides by hordes of ravenous monsters looking for blood, hungry to the point of madness. The Stormcast Eternals are a small knot of heroes stood against uncountable numbers of Ghouls. It seems the Sigmarites' fate is sealed by the arrival of the Abhorrant Ghoul King, but they're not backing down."







# B LANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has also enthused and excited many other painters, modellers and collectors, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, we return to the path of the Pilgrim.

**T**his month, we turn our gaze back to the warbands of the Pilgrim. A collaborative modelling, painting, writing and gaming project, the Pilgrim culminated in a huge multiplayer game at Warhammer World in July 2016. We've featured many of the participating warbands in Blanchitsu, but this month, we show off three more – starting with Toni Sokura's warband of the noble House Dessicum, which is sanctioned to deal with those who have walked the pilgrim's path upon sacred Terra and perished along the way.

House Dessicum (below) is, like many noble houses on Terra, supremely wealthy – though Dessicum's fortune stems, in part, from their willingness to abuse sacred duties as a cover for illicit activities like organ trafficking, grave-robbing and experimental medicine. But despite Patriarch Ferethrus's incredible riches, political power has eluded him.

"This warband was born just out of thinking about the necessities of Terran life," says Toni. "With millions of pilgrims arriving daily, and most not ever making it to see so much as a glimpse of the Imperial Palace, I figured a suitably grim task for a servant of the Imperium would be to dispose of the bodies. So that led to the idea of noble households connected to the Ecclesiarchy being tasked with preparing the dead pilgrims for their final journey. That's the origin of the Officio Sancti Exanimus, of which House Dessicum is part – a weird, grim organisation only found on Terra."







1

SDE-112 'Adam' (1) and SDE-120 'Proteus' (3) are chem-draugs, alchemically enhanced revenant-servitors wrought from pilgrims. Toni based them on a Slaughterpriest and a Genestealer Aberrant, respectively, adding parts from Drukhari kits (in particular the chemical vials) and Mechanicum automata (like Adam's saw arm).



2

Lady Novellis (2) is the heir-apparent of House Dessicum. Toni used a Vampire Lord as a base for the model, with a Scyllax automata head to represent the age and sinister nature of the character.



3

Primus Dissector Dorlov (4) is a respected medicae of the Officio Sancti Exanimus with links to House Dessicum – and far darker organisations besides. For the basis of this model, Toni used a combination of a Tech-Priest Dominus and a Scyllax automata.

The master of House Dessicum (5), Patriarch Ferethrus was based on a Myrmidon Destructor. Toni used a Scyllax head to tie Ferethrus to his daughter.



4



5



6

The household guard of House Dessicum is represented by a captain (6) and a sergeant (7), who accompany Patriarch Ferethrus everywhere. The captain is based on a Death Korps of Krieg Quartermaster, while the sergeant combines a Genestealer Cults Neophyte Hybrid body with a Tempestus Scion head and parts from other kits.

Lady Novellis's serf (8) and personal surgical servitor (9) are based on models from the Death Korps of Krieg Quartermaster set. As Toni felt the models fit the theme so well, he barely converted the two – only the serf has had the Krieg wargear changed to Dessicum tapestries.



# BLANCHITSU

## ORDO SCRIPTORUM

Peter Hudson's warband represents agents of one of the minor Inquisition Ordos – the Ordo Scriptorum, the arm of the Inquisition that deals with the Adeptus Administratum. This band is led by Inquisitor Inson, who became wrapped up in the events of the Pilgrim (known in Inquisition

records as 'The Daylight Wall Incident') by sheer happenstance as he returned from the depths of Terra's underhives. As events unfolded, he and his warriors sought to protect the lives of the faithful while warbands of renegades and radicals fought over the mysterious entity known as the Pilgrim.

Interrogator Clayre Abhozen (1) is based on an old Handmaiden of the Everqueen model. Peter is particularly fond of the juxtaposition of the model's delicacy with the brutality of its bionic enhancements.

Inquisitor Klain Inson (2) was built from the Black Ark Fleetmaster, with the bionic leg of a Tech-thrall. Pete chose a head with an especially disdainful look to finish the model – a perfect fit for an arrogant Inquisitor.

Astropath Aikin (3) was converted from the plastic Necromancer, with the head of a Zombie (for the blank eyes) – the psychic hood uses parts from a Culexus Assassin's animus speculum.

Research Assistant Edouard Mrytel (4) is a melange of Forge World parts topped off with a Ruststalker head.

Redaction/Expunction Cultist Cerrius Orr (5) was built from a variety of bits from John Blanche's own bitz box – the core of it is an event-only Forge World Davinite Lodge Priest.

This servitor autoquill scribe (6) is an unconverted inquisitorial Lexmechanic model that Peter felt was perfect for his warband the way it was.



1



2



3



4



5



6





## THE CHURCH OF THE RED ATHENÆUM

Created by Adam, Eric, and Greg Wier, this warband is intended to represent one of the many offshoots of the Imperial Creed – in this case, a sect obsessed with the physical torment of the God-Emperor and the wounds he suffered at the hands of Horus. Wishing to emulate him, members engage in ritual self-mutilation. Seeking to free the God-Emperor from the Golden Throne, the Church of the Red Athenæum desire to destroy the Pilgrim lest it bind the God-Emperor to the Golden Throne for evermore.



1



2



3



4



5



6



7



8



9

Cardinal Aseneth Levedescu (1) is the current leader of the Church of the Red Athenæum. The model is based on the seated Imperial Knight scion, with a Kataphron servitor's track unit as her conveyer.

Matthias Stillman (2) is part of the church's congregation. Adam chose to paint him in drab, earthy colours to emphasise Stillman's monk-like nature.

Ehret Filipovic, Chief Bibliognost (3) may wield a bolt pistol, but it's a relic rather than a weapon. To help emphasise this, Adam used a Rogue Trader-era bolt pistol on the model.

Samael Urkston, the church's Chronicler (4). Created as a tribute to the late Wayne England, Samael is based on one of Wayne's favourite pieces of Warhammer 40,000 art.

Kirill Blokhin (5) takes the role of the church's 'Arch-Heretic', inflicting ritual wounds upon the presiding cardinal during church ceremonies.

Joanna Reese (6) and Ursula Contreras (7) are members of the Order of the Red Hour. Both undertake the same rituals of self-mutilation as the rest of the church but have crude bionic replacements so as not to impact their combat effectiveness.

Roland Arnesen (8) is not actually part of the church but an agent of the Inquisition tasked with infiltrating it. While he has no head, Roland has a sensor array that allows him to perceive the wider world.

Vasili Abramovitch (9) is one of the members of the congregation. The model combines an old Gorkamorka Mutie with parts from the Electro-Priest box.





# THE CLASH AT MARROWBREAK SPIRE

In Battleground, we showcase some of the finest gaming tables and miniatures displays in the world. This month, we look at one of Warhammer World's exhibits, Clash at Marrowbreak Spire.

**H**ome to the biggest collection of Citadel miniatures in the world, the Warhammer World Exhibition also has an ever-changing array of display boards produced by its in-house team of master artisans. The latest creation of the Warhammer World Studio team is Clash at Marrowbreak Spire, which was unveiled at Warhammer Fest 2017.

Set in a long-forgotten corner of the Realm of Metal, Clash at Marrowbreak Spire pits the Kharadron Overlords of Barak-Nar – drawn by the lure of aether-gold in the clouds surrounding the Marrowbreak Peaks – against a Flesh-eater Court and their Necromancer ally. The deranged Ghouls of the Flesh-eater Court see the magical luminescence of the aether-gold as a gift from Nagash, Supreme Lord of the Undead. So, for all the fine words of the Kharadron envoys, control of the peaks (and their bounty of riches) was to be decided by tooth, claw and aether-cannon.

“We wanted to show off the Kharadron Overlord sky-vessels,” says Dan Hyams, one of the Warhammer World Studio team who worked on the board. “A lot of the first ideas we had was showcases of the sky-vessels, which would have been cool in their own right, but it’s much more fun to have battles – which then begged the question as to who the Kharadron would be fighting, and where. The Flesh-eater Courts felt like a strong fit, given the contrast between the factions – high-tech duardin with guns, sky-ships and mechanical armour on one hand, and insane, half-naked cannibals armed with claws, teeth and sharp rocks on the other. That then led to the big challenges of the project – how do you go about making a board to look like mountaintops? Or get the sky-vessels to fly?”

“The mountaintops were easy,” says Mick Cudworth, another member of the Warhammer World Studio team. “We repurposed some of the spires from the old Island of Blood board we had built years ago – they were just too good not to ►





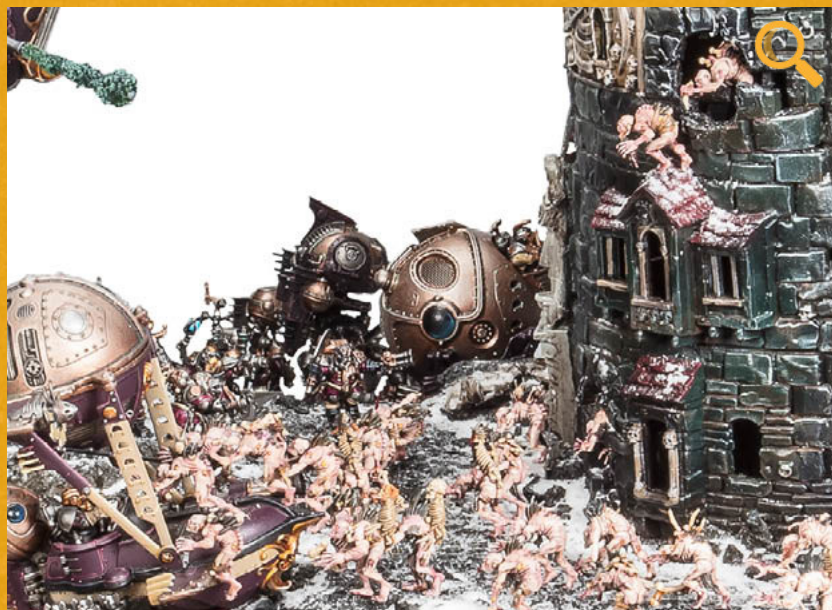
A sky-fleet of Barak-Nar, eager to push into fresh, untapped markets have uncovered a promising source of riches in a forgotten corner of the Mortal Realms.

The only drawback is that the locals – a particularly deranged Flesh-eater Court in league with an equally insane necromancer – aren't terribly keen on the stout, metal-clad interlopers...



#### RUNNING AT PEAK EFFICIENCY

"It looks like there's a huge swarm of Ghouls on the display," says Mick Cudworth. "You really get a sense of an endless horde just streaming out of the mountain toward the Kharadron. But there's not as many ghouls as you might think – by carefully choosing where to put them, we created a horde feel without painting hundreds, which gave us more time to work on other details."





# BATTLEGROUND

## GORY STORY

"There's a few bits on the board where there are explosions of gore," says Dan, "usually where Kharadron are shooting Ghouls with aethershot. It's really easy to replicate, too – the splurts of gore are just tiny, thin shards of plastic from a miniature's clasp, glued into place and then painted with Blood for the Blood God. A little reposing – such as a Ghoul reeling back as it is shot in the face – gives you the sense of motion."

►use – but we did re-clad most of their surface in new resin rock faces. The only bits we left visible are the skulls – it's Warhammer, you have to have skulls. The building on top we wanted to look like it'd stood there for hundreds or thousands of years, with the Necromancer being just one in a long line of occupants. We had a few ideas about the Necromancer – that he had been drawn to the peaks as another dabbling wizard to study the aether-gold but been driven mad by the old magic in the stones of the tower, losing his mind due to isolation like many before him. To create this ancient-looking wizard's tower, we combined some old Warhammer scenery kits we had leftover in the workshop."

"When it came to painting, we wanted the Necromancer's tower to stand out from the rock of the mountains, but still wanted it to look dark and sinister," says Dan. "We thought about using Incubi Darkness for the basecoat, but it didn't seem quite right, so we tried out something else – spraying Chaos Black, The Fang and Caliban Green at the same time. The

three different spray paints blended together while they were still wet, creating a mottled, ancient-looking basecoat for us to wash and drybrush. It turned out far better than we could have dreamed, as The Fang gives it a cold, blue tint which works brilliantly with the snow we added later on. It also has a slick, almost damp look to it that was perfect for what we wanted to achieve."

**"...it's about finding that balance between what works for miniatures and what works for terrain."**

"The rock, by contrast, was easy enough – for the mountains we wanted to stick to neutral greys," says Mick. "With this natural palette, the board itself wouldn't compete for attention with all the colourful miniatures we'd painted. But to break up the grey, we added some lichens and mosses – you're not going to get trees in these heights. We thought we needed something else to break up the dark stone, so we tried out a little snow and found it worked a ►



The venture's Ironclad unleashes a protective cannonade as its Arkanaut Company makes landfall to raid the Necromancer's tower. The escorting Gunhauler, meanwhile, is about to find out how many Ghouls a single aether-endrin can lift.



## HOW DID THEY DO THAT?

"The harpoon on the heavy skyhook is how this Frigate hangs onto the board," says Dan. "It's thin brass rod that goes through the Crypt Infernal Courtier on one end, and deep into the Frigate on the other. The rod is as thin as we could have it without it bowing under the Frigate's weight and is hidden with chain and scratch-built rope."



Packs of deranged Crypt Ghouls swarm out from the hidden places inside the peaks, eager to gorge themselves on duardin flesh, as one of the Kharadron expedition's Frigates deploys its cargo of Grundstok Thunderers. The Thunderers can cut down dozens of Ghouls, but who knows how many of these creatures dwell beneath the desolate peaks?







## RISING UP

"As it's a board full of flying ships, we wanted to give it a sense of the third dimension," says Mick. "We wanted to avoid the clouds being too much like the 'floor' of the display, so we carefully cut up one of the Frigates and placed it inside the clouds so it looked like only the top had broken through the cloud cover. It's a simple trick, but it's touches like this that make a board click."



Despite their overwhelming technological advantage, the Kharadron Overlords of Barak-Nar are often faced with the choice of leveraging their airborne firepower from afar or setting foot on the rock and earth of the Mortal Realms, places often fraught with danger – but just as often rich with the potential for great profit.





**“We tried out a lot of different things, but once we’d settled on pillow stuffing, making the clouds was a breeze... It’s a great effect... but very delicate.”**

► treat – we applied the snow to the whole board, before sealing it in with a few spritzes of hair spray. It gave us a great contrast to the colours on the miniatures on the board and also has the advantage of getting across just how cold and desolate it can be up in the peaks of the Mortal Realms.

“With projects like this, it’s about finding that balance between what works for miniatures and what works for terrain. The models are painted in the Citadel style – they’re bright and grab the eye, which is important, as they’re the main focus. Even with all that’s going on, you can easily pick out individual infantry and the sky-vessels.”

“I mentioned the challenge of getting the sky-vessels to look like they’re flying earlier,” says Dan. “We tried to pose them all as if they’re in flight against the wind, or banking around the mountaintops to let off their complement of troops – it’s pretty turbulent up in the mountain peaks, after all, so sky-vessels wouldn’t always be flying perfectly level, no matter how skilled the captain. A lot of the

sky-vessels are mounted on clear plastic rods, which attach to the vessels at different angles to give a sense of movement – but there are a few sky-vessels that are tied to the board in other ways, like the Frigate spearing the Crypt Infernal Courtier or the Ironclad, which is linked to the board by its crew ladder – an unexpectedly sturdy bit of board engineering.”

But there was one question that we just had to know the answer to – how had the Warhammer World Studio made the clouds?

“Oh, that’s easy,” says Dan. “It’s the inside of pillows. We tried out a lot of different things, but once we’d settled on pillow stuffing, making the clouds was a breeze – we laid out an under-layer, which we gave a light spray of Skavenblight Dunge to make it seem like storm clouds, then just put an unpainted layer over the top. We even added spools of it drifting off Endrinriggers and sky-vessels, like they’ve just broken the cloud cover and the mist and vapour is still clinging to them. It’s a great effect for a display, but very delicate – I wouldn’t use it on a gaming table.” ☠

Above: Led by Lord-Magnate Grungsson himself, the bulk of the venture’s Skywardens rises up out of the cloud cover to aid the Kharadron attack.

#### **SEE FOR YOURSELF!**

The Clash at Marrowbreak Spire board is just one of Warhammer World’s fantastic exhibits. No matter if your tastes are for the Mortal Realms or the grim darkness of the far future – there’s something to stir the heart of any hobbyist, including the biggest Warhammer 40,000 display in the galaxy! And lest we forget, the entire ‘Eavy Metal, Army Painting team and Forge World collections of painted miniatures are on display as well. It really has to be seen to be believed!



# CREATE YOUR OWN CHAPTER

'Eavy Metal is our regular feature celebrating beautifully painted Citadel miniatures, curated by the renowned 'Eavy Metal team. This month, two 'Eavy Metal painters, two miniatures designers and a writer talk about creating your own Space Marine Chapter.



**MAX FALEIJ**

Max is often the instigator when it comes to 'Eavy Metal painting challenges. We think this comes from his time working in Games Workshop Stockholm where they held regular painting contests. Max also won last month's painting challenge, so he knows what he's doing when it comes to Space Marines.



**A**ccording to Imperial records, around a thousand Space Marine Chapters currently defend the Imperium of Mankind. Some have fought for the Emperor for over 10 millennia, the Ultramarines and the Imperial Fists among them, but following the resurrection of Roboute Guilliman, a whole new founding of Space Marines was created – the Ultima Founding. Assembled from the ranks of the Primaris Space Marines created by Belisarius Cawl, very little is known about these new Chapters. And that was what fired the imagination of 'Eavy Metal painter Max Faleij, who challenged his colleagues to create colour schemes for some of these new Chapters.

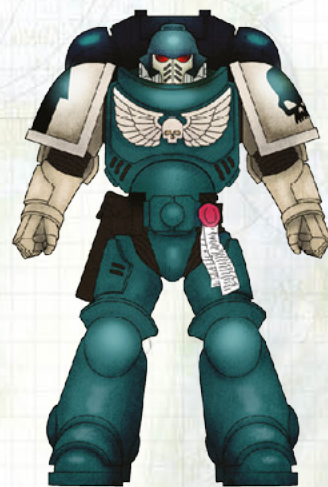
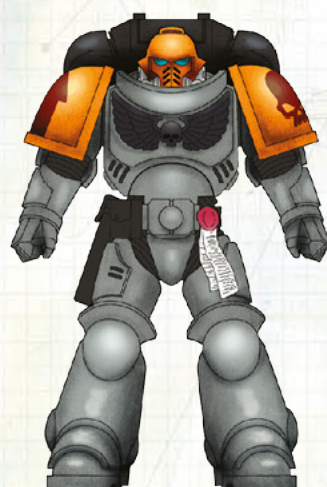
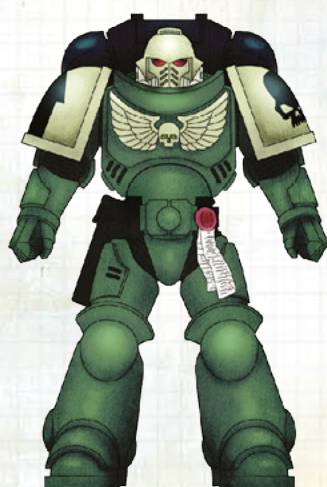
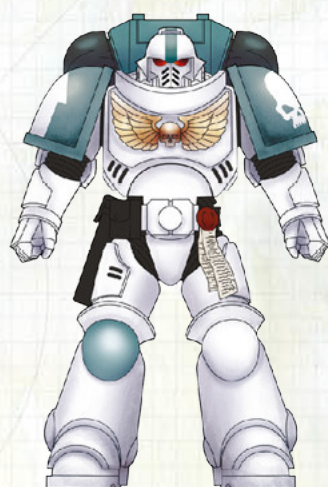
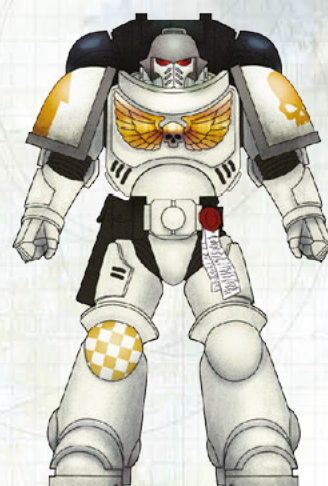
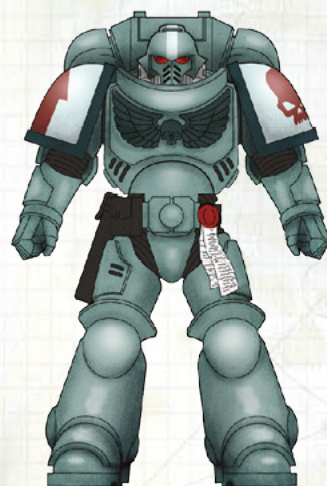
**Max:** This all began a few months ago when I started fiddling around with a blank Intercessor outline. I just started filling it in with different colours and came up with a few colour schemes

that I liked (see below). And that got me thinking – wouldn't it be cool if we painted some Primaris Space Marines from the Ultima Founding? For me, it felt like the perfect opportunity to get creative with my paints and brushes. The only problem was, I had some ideas for colour schemes, but no background to explain them. So I went over to where the writers sit and chatted to Games Designer Phil Kelly about it. We talked about colour schemes, Chapter names, squad markings, history... there's a lot that goes into creating a new Chapter! And that's what formed the basis for this article. We thought, wouldn't it be cool if we gave our hobbyists some tips and advice on how to create their own Space Marine Chapter. Over the next few pages, you'll find four example colour schemes conceived and painted by members of the Studio, plus plenty of guidelines and inspiration on how to create your own Chapter. Now, over to Phil!

## THE BEGINNINGS OF A NEW FOUNDING

These are the eight colour schemes that Max originally came up with using the blank Intercessor outline. One of the colour schemes (bottom row second from the left) became the inspiration for Max's own model, which you can see over the page.

"I took elements I liked from several existing Chapters, such as the black backpacks worn by the Salamanders and the white inner shoulder pads of the Black Templars," says Max. "I also tried to find colours we've never used before on Space Marines, which is surprisingly difficult. Some of the ideas I came up with revolved around a single armour colour with details in an analogous or complementary colour. For others I made the body one colour and the arms, shoulder pads or helmets another. Picking out the faceplates in a different colour is, I think, a great touch for Primaris Space Marines."



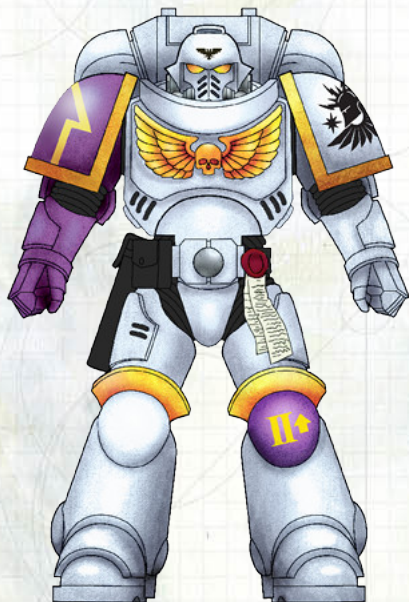


# SONS OF THE PHOENIX

**Battlecry:** From the fires of war we rise

**Primogenitor:** Rogal Dorn

Faithful to the Emperor and ritualistic in their battle cant, the Sons of the Phoenix pride themselves on plunging into the flames of battle. Their crusades are so impressive in spectacle they pave the way for the Imperial creed to spread, and hence are followed by a great many holy men and women.



Brother Garric, Intercessor,  
2nd Company



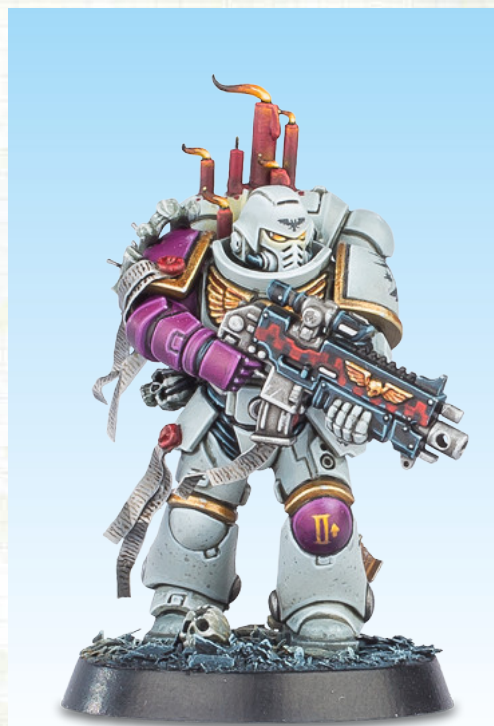
Chapter Symbol



Sergeant



Lieutenant



**Maxime Pastourel:** I thought a bit about the background of my Chapter before I started painting. I wanted them to be quite a faithful Chapter, led by Chaplains, that are always on holy crusades. I imagine they're often followed by Adeptus Ministorum Priests, and pilgrims, which I think would make for quite a characterful army.

This informed my colour scheme – I picked an off-white for the armour to show purity, plus purple and gold which are both quite ecclesiastical colours. Rather than use the colour of the shoulder trim to denote the company, I used a roman numeral on the knee pad. I put the Battleline arrow next to the number because otherwise it would be obscured by the bone relics on his shoulder.

**Phil:** While Max went to tell the other eager painters his plan, I sat down and came up with some thinking points on what makes a great Space Marine Chapter. These are the sorts of things we consider when coming up with new background for our armies, so hopefully they will be useful to you, too.

## CHAPTER NAME

This should be kept short and punchy. It can involve colours, storm references, knightly references, weapons or heraldic titles. Some Chapters have one-word names, like the Exorcists or the Novamarines, while others feature an adjective and a noun such as the White Scars or the Brazen Skulls. Some are a little longer – the Knights of the Raven or the Angels of Absolution (the Somethings of Something Chapters).

## CHAPTER SYMBOL

The Chapter symbol is as important as the Chapter name and should reflect it. The Minotaurs, for example, have the head of a Minotaur as their Chapter symbol, while the Crimson Fists have – you guessed it – a crimson fist. It's worth looking online at different heraldry or, even better, looking at what transfers you can use before you decide on your Chapter symbol (and name), as painting the same icon 50 or 60 times might get a little tricky.

**“...are they part of the newly formed Ultima Founding? If so, has Guilliman tasked them with a special duty?”**

## PRIMOGENITOR

Being a Successor Chapter, whose gene-seed does your Chapter share? Which Primarch is their forefather, and how does this affect them? This should tell you a whole ton about their character. The descendents of Rogal Dorn are likely to have a different temperament and outlook to those of Ferrus Manus, for example.

## ORIGINS

Which founding was their inception? Are they a long-standing Chapter with a history going back thousands of years or are they part of the newly formed Ultima Founding? If so, has Guilliman tasked them with a special duty?

## COLOUR SCHEME

Try a few out – the template that Max used for his colour tests to the left is free to download from the Warhammer Community site (type 'ultima founding' in the search bar), so why not use that? Once you've found a colour scheme you're happy with, try it on a test model. It's also worth considering at this point how your colour scheme will look when applied to a larger model such as a tank or a flyer and if you'll enjoy painting that colour scheme on a whole army. Remember, if you decided to mix ►



**PHIL KELLY**

Phil is one of the longest-serving members of the games development team, and has worked on countless Codexes over the years including Eldar, Dark Eldar, Orks and, of course, Space Marines. He seemed like just the right chap to talk to when it came to creating a new Chapter of Space Marines.



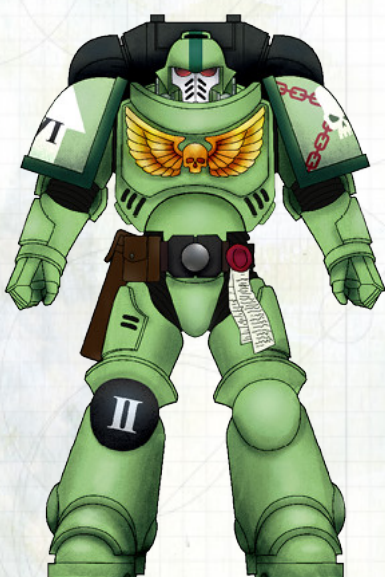
# 'EAVY METAL

## CASTELLANS OF THE RIFT

**Battlecry:** Guard the gate! Hunt the hellspawn!

**Primogenitor:** Roboute Guilliman

The Castellans of the Rift have a dire duty entrusted to them by Guilliman himself. Dispatched to the Nachmund Gauntlet, they are locked in a struggle to drive back the hordes of daemoniac war machines and Renegade Knights blighting one of the only stable routes through the Cicatrix Maledictum.



Brother Mordec, Intercessor,  
2nd Company



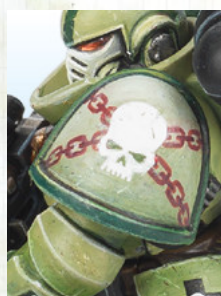
Chapter Symbol



Veteran Sergeant



Lieutenant



**Max Faleij:** I wanted to paint a Space Marine a colour we'd not done before – in the end I picked a pale green. I've always liked the Salamanders colour scheme with the black backpack and I thought it would help frame the head, which is the focal point of the model. I further enhanced that by painting the helmet faceplate white rather than green, mirroring the skull on the Chapter symbol.

For my company markings I used roman numerals rather than gothic numbers to suggest a link to the Ultramarines. Like Maxime, I also used the number on the kneepad to denote the Company my Space Marine is from. The black background behind it, along with the backpack and bolter, help balance the model.

## VOID TRIDENTS

**Battlecry:** None can escape our wrath

**Primogenitor:** Roboute Guilliman

Recruited from the ocean world of Talassar, the Void Tridents follow the naval traditions of the Ultramar empire. They are experts in boarding actions and ship-to-ship warfare, though under their Chapter Master, Lord Commodore Theodro Vethrus, they have also proven themselves in planetstrike operations.



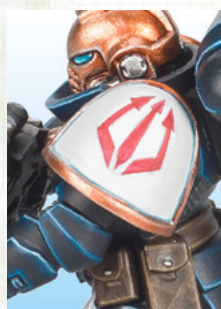
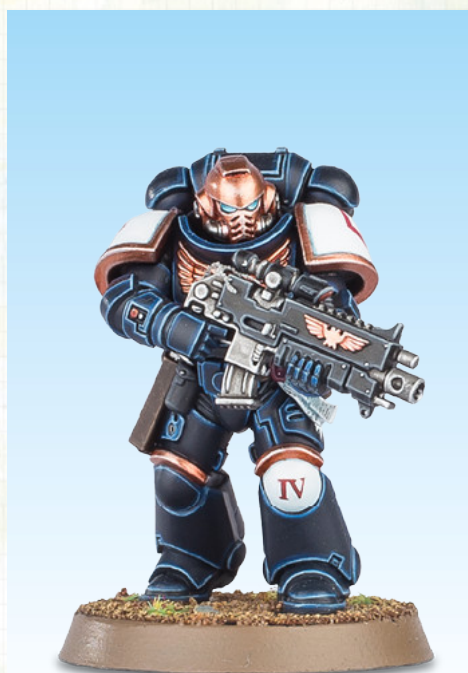
Brother Ventanis, Intercessor,  
4th Company



Chapter Symbol



Standard helm for  
all battle-brothers



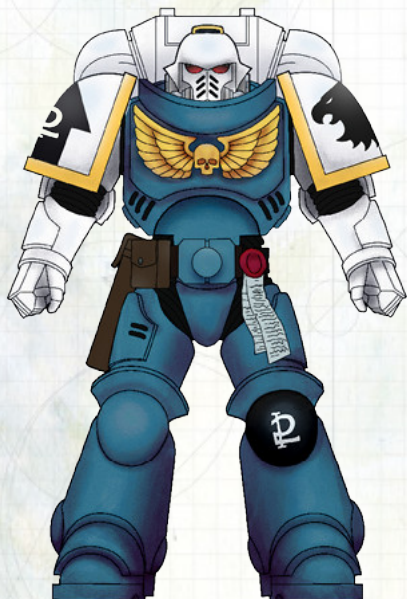
**Aidan Daly:** I thought a combination of dark blue and copper would look really good, with white shoulder pads to act as a neutral backdrop for the Chapter symbol and squad markings. It was at this point that I started to get a feel for the background behind the model and developed the trident Chapter symbol – I imagined my Space Marines came from a water planet and that they had a strong naval tradition. That helped me nail down my colour scheme – the blue would represent the sea, while the white and copper are both maritime colours (the white of a ship's sails and the copper of the fittings). I then used red as the colour for all my markings as it would stand out nicely against the blue without clashing with it. The company is denoted by the numeral on the kneepad.



# NECROPOLIS HAWKS

**Battlecry:** We claim this domain for the Emperor  
**Primogenitor:** Corvus Corax

Trained extensively in close-quarters warfare and veterans of a dozen close-fought cityfights, the Necropolis Hawks are stoic and efficient in their warfare. They bear their battlefield role insignia upon their backpacks so that their comrades can identify them even in the choking smoke and dust of urban war.



Brother Eaoric, Intercessor,  
2nd Company



Chapter Symbol



Veteran Sergeant



Lieutenant



**Darren Latham:** I wanted my Space Marines to be urban warfare specialists, which is why I opted for a blue-grey and white colour scheme. Rather than quarter or half the colour scheme, though, I painted the model's arms, helmet and backpack white to draw attention to the top half of the model – it's a colour scheme reminiscent of the Mentors, which is ironic because I modified one of their transfers for the Chapter symbol. That's one of the best ways to get a unique Chapter symbol – to take an existing one and slightly alter it. The company markings follow the Codex Astartes, so the yellow shoulder trims indicate that this Intercessor is from the Chapter's 2nd Company, while the number in the Tactical arrow on his shoulder says he is from the 2nd squad.

► any of your paints, you'll have to mix them for every model in your army. Our advice, stick to using the colours as they come in the pots – it's much easier!

## UNIT MARKINGS

Codex: Space Marines is a good starting point for this stuff (pages 14 and 15 specifically). You should consider the markings for Battleline (Tactical), Close Support (Assault), Fire Support (Devastator), Veteran (Veteran) and Command (HQ) and how these will appear on your models. While there's no harm in a little deviation from the Codex, your Chapter's markings should always echo the standard laid down in the Codex Astartes where possible.

## SHOULDER PAD TRIM, KNEE PAD AND RANK MARKINGS

Get this figured out early if you can, as you don't want to paint the armour of your models and find out the colour you've picked for your Company markings – traditionally the shoulder trim or knee pads – clashes. You'll probably have a spare helmet or shoulder pad in your bits box that you can try it out on. Helmet rank markings should also be considered. Ultramarines Sergeants wear red helmets as dictated by the Codex Astartes, but red may not work with your colour scheme. It

may be that your Sergeants wear black helmets.

## HOME WORLD

Consider the type of planet they call home – is it a Death World, a Hive World or a Feudal World? What type of people do they recruit – are they savages, gangers or rad-waste nomads? What is their fortress monastery like? Do they even have one, or are they fleet-based? All these elements can inform the background of your Chapter.

## COMBAT DOCTRINE

Does your Chapter (or even your company within the Chapter) favour a lot of tanks? Does it prefer bombastic assaults, carefully planned campaigns, or stealth tactics? Does it have an extensive librarius, or harbour many ancient relics? Your collection should inform this.

## BELIEFS

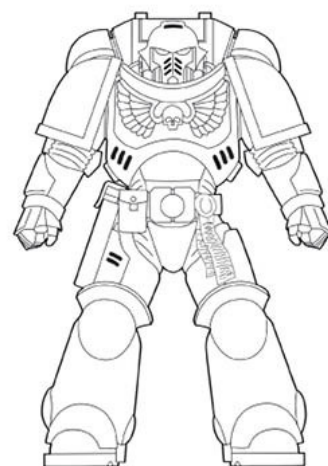
Is your Chapter Codex-adherent, or do the beliefs of their home world and Chapter Master colour their take on the 41st Millennium? What makes them unique and interesting?

## BATTLECRY

Whether faithful or vengeful, a battlecry is a great insight into your Chapter's character. ☠

## CREATE YOUR OWN CHAPTER COMPETITION!

The Warhammer Community team are hosting a create your own Space Marine Chapter competition! To take part, all you need to do is send them a picture of a Space Marine painted in your colour scheme before 29 October – you can find their email address on the Warhammer Community website. The winner will receive a Space Marine painted in their colour scheme by a member of the 'Eavy Metal team and their Chapter will make an official appearance in the background of Warhammer 40,000. So what are you waiting for – get painting!





# PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, we’ve got stage-by-stage painting guides and advice for painting Typhus, Herald of the Plague God, Plague Marine Champions and not one but three regiments of the Astra Militarum.



**NATALIE SLINN**  
While over the last few months Natalie has turned her brush to the brightest and cleanest miniatures for Paint Splatter – Stormcast Eternals, Kharadron Overlords and even Grombrindal himself – she’s also got form painting the revolting and rancid Death Guard as part of the Studio Army Painting team.

**WHO ARE THE ARMY PAINTERS?**

The Studio Army Painters are the team who paint many of the fine armies you see in the pages of battletomes, codexes, rulebooks and White Dwarf.

When they’re not busy creating huge inspirational collections, the Army Painters are hard at work making the stage-by-stage painting guides that we feature in Paint Splatter. Taking the colour schemes created by the ‘Eavy Metal painters, they come up with easy-to-follow guides to help you paint your models.



**N**ow the host of the Destroyer Hive, Typhus was once the First Captain of the Death Guard and one of the first to fall to the worship of Nurgle. Natalie from the Army Painting team has some advice on painting this walking hive of diseases.

“For Typhus, we actually started with a Caliban Green undercoat to give the green armour a strong base,” says Natalie. “And since the armour covers the majority of the model it makes sense to get that done first, before moving on to the steel, then the copper and brass.”

**PUTRID ARMOUR** +

**1**

Basecoat: Castellian Green  
L Base

**2**

Wash: Nuln Oil  
M Shade

**3**

Layer: Elysian Green  
M Layer

**4**

Layer: Ogryn Camo  
S Layer

**PITTED HELM** +

**1**

Basecoat: Celestra Grey  
M Base

**2**

Wash: Agrax Earthshade  
M Shade

**3**

Layer: Ulthuan Grey  
M Layer

**4**

Layer: White Scar  
S Layer

**CORRODED STEEL** +

**1**

Basecoat: Leadbelcher  
L Base

**2**

Wash: Agrax Earthshade  
M Shade

**3**

Layer: Stormhost Silver  
M Layer

**4**

Layer: Stormhost Silver  
S Layer

**TARNISHED COPPER** +

**1**

Basecoat: Balthasar Gold  
L Base

**2**

Wash: Agrax Earthshade  
M Shade

**3**

Layer: Fulgurite Copper  
M Layer

**4**

Layer: Stormhost Silver  
S Layer

**DISTRESSED CLOTH** +

**1**

Basecoat: Screamer Pink  
M Base

**2**

Wash: Druchii Violet  
M Shade

**3**

Layer: Pink Horror  
M Layer

**4**

Layer: Fulgrim Pink  
S Layer



SUB-ASSEMBLIES AND PAINTING BONE

“When I built Typhus, I left the flies as a separate part – I dry-fitted the two parts of the fly ‘cloak’ together, fitted them onto the back, glued the two parts together, then kept them separate from the rest of the model. By building the fumes and flies as a sub-assembly, I could undercoat them white, which made painting the smoke easier.

“I achieved the bone effect on the spore chimney by placing the washes in a specific way,” says Natalie. “I applied the Reikland Fleshshade all over but kept the Agrax Earthshade to the lower portions of the spore chimneys, creating a strong contrast to the pale bone on the edges. The effect works just as well on the horns, spikes and teeth of other Plague Marines.”

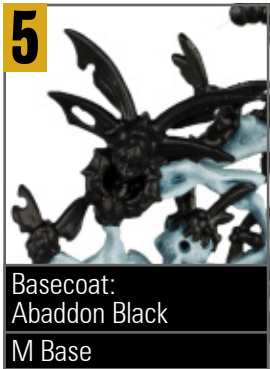
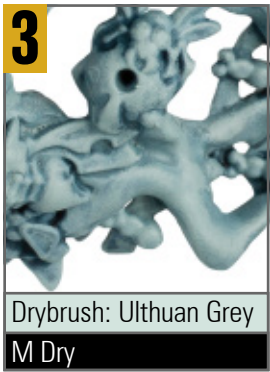
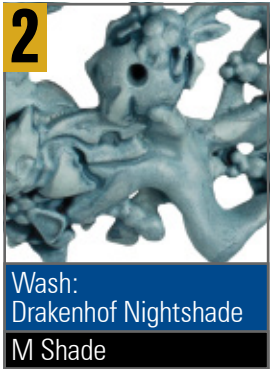
SPORE CHIMNEYS



NURGLING



DESTROYER HIVE



ROTTED BINDINGS



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.





# MODELLING AND PAINTING

## READERS' QUESTION: STIPLING

In a few of your paint guides and in the Gathering Storm Companion, Aidan Daly and the Studio team have mentioned that they stippled on the colour, for example that Yvraine's dress was stippled. What does this mean and how do you do it?

Geoffrey Payne,  
Thundersley, UK



Aidan says: "Stippling is a technique where you apply layers of many little dots of paint, using the fine tip of a brush. In this case, I used it to imply the texture on Yvraine's cloak, making it look a little different to her dress. I applied several layers of stippling (each time using a lighter tone and applying it to a smaller area) and glazed each one before I put on the next to make the transition really smooth."

Stippling isn't always done using such a fine brush. In February's issue, we showed you how to stipple the feathered wings of a Lord of Change using an M Dry brush. First apply a solid layer, in this case Pink Horror (1) then lightly stipple the same colour further up using the tip of an M Dry brush (2) to get a smooth colour transition.



## PLAGUE MARINE CHAMPION

For the bone-coloured Death Guard power armour, Natalie carefully applied Seraphim Sepia to the recesses to break up the pale tone and give the armour a rancid, rotten look. She also has a tip for Death Guard commanders wanting to add rusty streaks to filthy power armour and even tank and Daemon engine hulls.

### BONE ARMOUR



Basecoat:  
Screaming Skull  
M Base



Wash: Seraphim Sepia  
(recesses)  
M Shade



Layer: Screaming Skull  
M Layer



Layer: White Scar  
S Layer

### GREEN ARMOUR



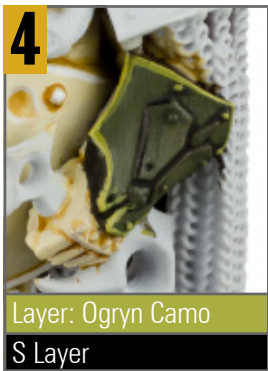
Basecoat:  
Castellán Green  
M Base



Wash: Nuln Oil  
M Shade



Layer: Elysian Green  
M Layer



Layer: Ogryn Camo  
S Layer

### PITTED BRASS



Basecoat:  
Balthasar Gold  
M Base



Wash:  
Agrax Earthshade Gloss  
M Shade



Layer: Fulgurite Copper  
M Layer



Layer: Stormhost Silver  
S Layer

### RUSTY MAIL



Basecoat: Leadbelcher  
M Base



Wash: Nuln Oil Gloss  
M Shade



Layer: Stormhost Silver  
M Layer

### DIRTY RAGS



Basecoat:  
Mephiston Red  
M Base



Wash:  
Nuln Oil (recesses)  
M Shade



Layer: Evil Sunz Scarlet  
M Layer



Layer:  
Fire Dragon Bright  
S Layer

"Mix a little Skrag Brown with Lahmian Medium," says Natalie, "then apply it around rivets and other areas where rust and grime would build up before dragging the streaks down the model. It's a quick and easy trick, and works well in tandem with other weathering effects. Just remember not to overdo it, or you'll end up with a model that's more streaks than armour."





ADDING BLOOD AND RUST

“With Nurgle models, don’t be afraid to experiment with the Technical or Dry paints – Blood for the Blood God and Nurgle’s Rot especially, but Ryza Rust and Typhus Corrosion are great as well. The latter two are usually best employed with metals and armour, but the first two work well on almost any Death Guard surface.

“Blood for the Blood God in particular is really good if you thin it a little and paint it over wounds or over masses of boils and pustules,” says Natalie. “It gives them a wet sheen that’s absolutely disgusting. And remember, don’t worry if a little splatters over onto power armour or robes – the Death Guard aren’t exactly renowned for being neat and tidy.”

MALODOROUS MAJESTY

These painting guides can be easily applied to the whole of the Death Guard Range – whether it be the coterie of weird and freakish characters or the hulking Deathshroud Terminators. Even the Death Guard’s arsenal of vehicles would be a tidy fit – the relatively unadorned panels of the Plagueburst Crawler in particular are just crying out for some of the weathering effects mentioned.

But such is the gross and grisly nature of Nurgle that you could easily use the same techniques and recipes on Nurgle’s Daemons – the techniques for flesh, wounds and Nurglings work well on Plaguebearers and Plague Drones, too.



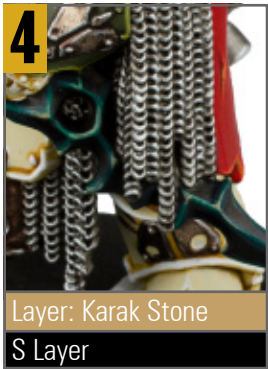
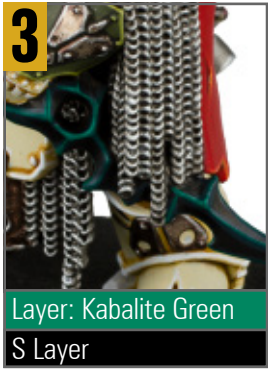
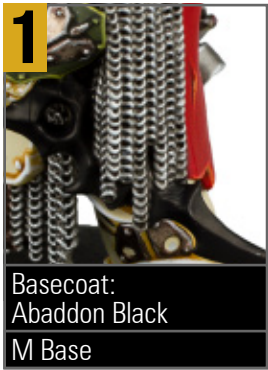
NURGLING



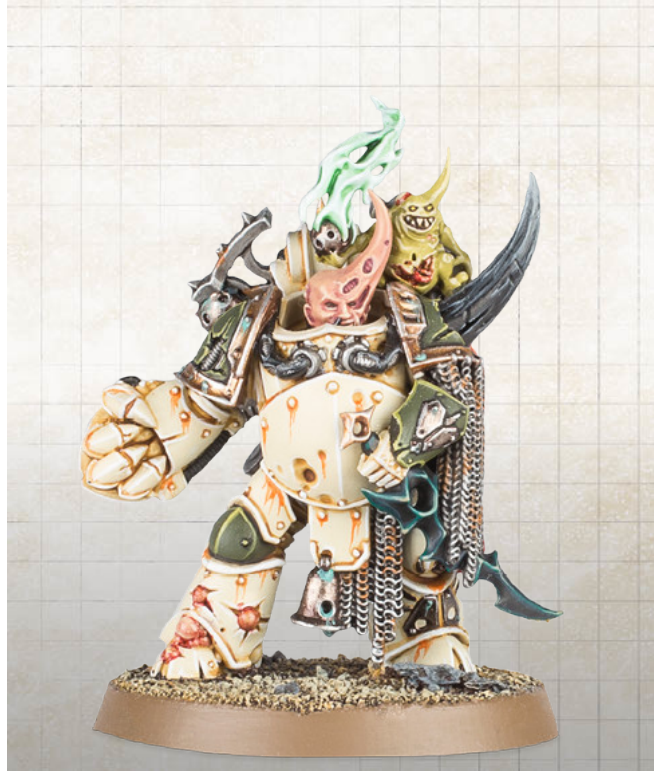
NOXIOUS FUMES



BLADE OF PLAGUES



TWISTED FEATURES





# MODELLING AND PAINTING



## PAUL NORTON

Paul's recent work has involved several armies of the Imperium, with plenty of Primaris Space Marines for the Studio collection and his own armies, plus these alternative colour schemes for the Imperial Guard regiments and – his personal favourite project – a growing Astra Militarum Armoured Company.

## TREADHEADS

The Astra Militarum isn't just made up fighting troops – its legions of tanks are equally famed and almost as vast. You can easily take any of the colour schemes here and apply them to vehicles (the armour colours are usually the best choice). You might want to use slightly different techniques – drybrushing works particularly well on vehicles, as do careful recess washes between armour panels, rather than overall washes that you then have to re-layer again anyway. We'll be making a bunch of painting guides for Astra Militarum vehicles from past White Dwarfs available on the Warhammer Community site, offering a variety of colour schemes and some more top tips on painting tanks.

## ALTERNATIVE CADIAN COLOURS

Cadia may have been burned by the warriors of Chaos, but its fighting sons and daughters live on. As a decidedly martial world, its population was entirely under arms, and most were shipped off-world to fight the endless wars facing the Imperium. While many wear the dark Cadian green with pride, countless others don

colours appropriate to their war zone. And it's not just Cadians who use such equipment – countless other Imperial Guard regiments adopt the battlefield practices and wargear of Cadia. Sometimes, this is a mark of respect, or proven efficacy, but on other occasions it is simple practicality – the Departamento Munitorum greatly favours Cadian-pattern equipment.

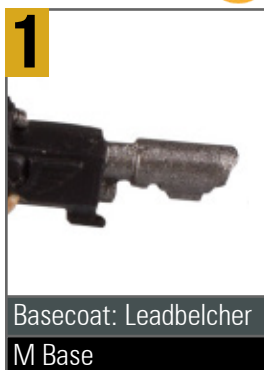
### DARK BLUE FATIGUES



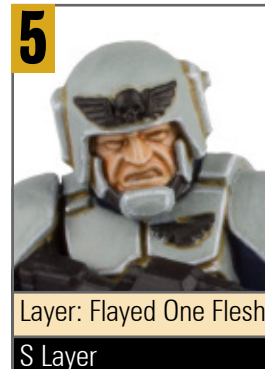
### SNOW CAMO ARMOUR



### DARKENED METAL



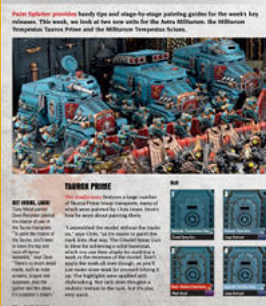
### BARE FLESH



## A MILLION REGIMENTS UNDER ARMS

The new Codex: Astra Militarum shows off a wide variety of different regiments – in the miniatures showcase, the Army Painting present a number of ideas for regiments. There are a number of ways to create your own regiments. The simplest is to just come up with your own colour scheme for existing miniatures from the Astra Militarum range. It really is as simple as that. If you want to go a little further, you could use parts from other kits in the Citadel range, as we'll see over the next few pages.

## PAINT SPLATTER



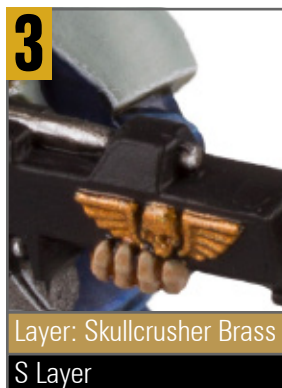
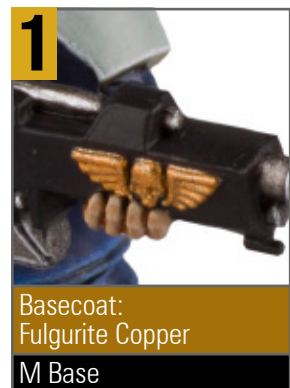


## WEAR AND TEAR – ADDING SCRATCHES

“The scratches and chips on the regimental marking provide you with a bit of a cheat,” says Paul. “Should you find that your freehand stripes just aren’t as neat as you’d like, the tiny scratches and chips along the marking’s edge will help break up their shape, distracting the eye. It’s very simple to paint the scratches as well – just use the armour’s base colour, thinned a little with water, and paint thin lines

of it over the markings. Where these lines intersect, add a little dot of paint. It’s a dead simple trick, and it hides a multitude of sins. It’s little techniques like this that help you paint a lot of models quickly – exactly what makes sense to think about when you’re painting armies like the Astra Militarum.”

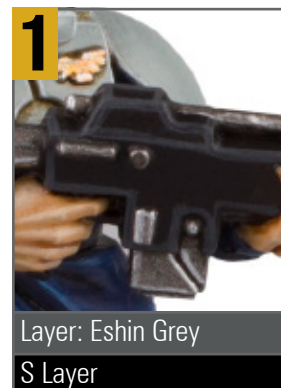
### POLISHED ICONS



### REGIMENTAL MARKING



### BLACK PLASTEK



## WHAT ELSE YOU MIGHT BE PAINTING THIS MONTH...

Those of you eager to get Garrek's Reavers and Steelheart's Champions ready and painted for battles in the Warhammer Underworlds: Shadespire may be wondering just what colours you'd use. Well, thank Sigmar (or Khorne) because there's the perfect painting guide for both starting warbands on the Warhammer Community site:

[warhammer-community.com](http://warhammer-community.com)



If you're painting Garrek's Reavers, the guide for Bloodreavers and Blood Warriors is just what you need – it covers flesh, armour, weapons... even their trousers! The Stormcast Eternals colour scheme is perfect for all of Steelheart's Champions – and for Severin Steelheart's bare head, simply use the Bloodreaver skin recipe.





# MODELLING AND PAINTING

## TECHNIQUES

These stage-by-stage guides follow the Citadel Painting System, which uses a selection of simple core techniques along with specially formulated paints for the best results.

**Undercoat:** We undercoat our models to help the paint adhere to the miniature. Typically we use a Chaos Black or Corax White spray.

**Basecoat:** A neat, even basecoat provides a strong foundation for later colours. Base paints have a high pigment count, so they're really strong colours. Some Base paints are available as sprays.

**Wash:** A wash is applied to a model to emphasise the shadows in the recesses and provide depth. For this we use Shade paints.

**Layer:** Layering helps establish the colours on a model. Some layers are applied all over an area of a model to change its colour, others are applied sparingly to the edges to create highlights.

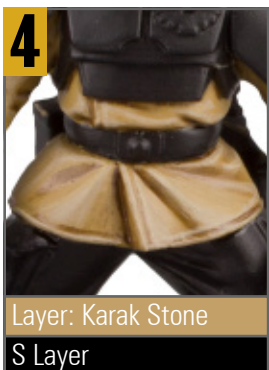
**Drybrush:** To drybrush, load a brush with paint and then wipe most of it off on a paper towel. By flicking the almost dry bristles across the model, you can create textures that highlight the raised areas.

## SAVLAR CHEM DOGS

Some Imperial Guard regiments have reputations for honesty, honour and integrity – qualities the Savlar Chem Dogs find entirely alien. Despite being regarded (accurately) as regiments of criminals, Savlar Chem Dogs are effective urban warfare troops – helped in part by the nitro-chem inhalers most of them are

equipped with. Thanks to dangerous blends of stims, Savlar troopers can prevail time and again in the most horrifying of war zones. This Savlar Chem-Dogs officer is an example of a simple but effective conversion, of the kind you can easily use to give your regiment their own identity. Just converting a few officers will have a huge impact or, if you have the parts, you can even convert whole squads in this way.

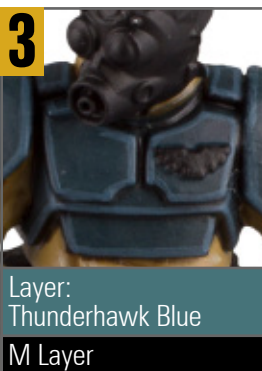
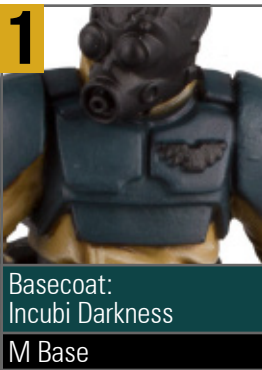
### CREAM UNIFORM



### DINGY FATIGUES



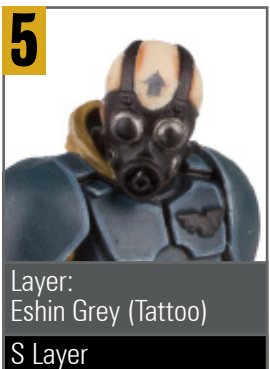
### FLAK ARMOUR



### WORN STEEL



### HIVER'S COMPLEXION

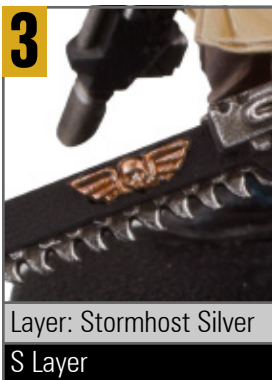
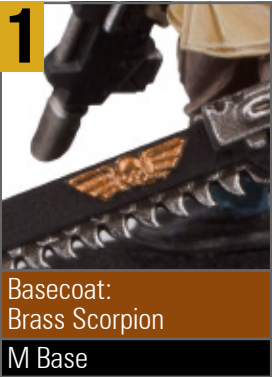




PAINTING UNIFORMS FAST

“There’s a quick and easy way to painting cloth like Imperial Guard fatigues,” says Paul. “Hold the model upside down! Strange as that may sound, it makes painting the recess colours far easier, as then the areas you want to reach are on top, so not only are they easier to reach, it’s a lot easier to gauge where the shading needs to go.

BRASS  
DETAILS



BLACK  
PLASTEK



GAS  
MASK LENSES



“You’re also less likely to have your Shade spill over if you’re only applying it to the recesses, like I’ve done here. You can then just add the edge highlights and you’re done. That being said, it’s a bit confusing at first – holding a model upside-down by its base takes a little getting used to, but if you have a lot of troopers to get painted, it’ll save you loads of time in the long run.”

BUILDING THE SAVLAR CHEM DOG

This Savlar Chem Dogs officer is a conversion, built using a Cadian trooper with the addition of one of the gas mask heads from the Genestealer Cults upgrade frame. A little careful trimming with a knife is required to smooth out the ridges on the forehead – make sure to always cut away from yourself when using a knife like this – but otherwise it’s a simple head swap.

Something as simple as swapping the heads of your troops can give them a radically different look – and give you an army that really stands out on the battlefield.



CITADEL BRUSHES

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

The Base brush range has four sizes – S, M, L and XL. All of them have hard-wearing bristles designed to hold plenty of paint. We recommend using the largest brush you can to paint your model efficiently.



Shade brushes (M and L) soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go.



The Glaze brush is like a Shade brush but with a smaller head. You can also use it to apply Shades to small areas of a model.



There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing.



The M Layer brush is ideal for applying layers of paint, while the S Layer is perfect for highlights. Artificer Layer Brushes (XS, S and M) are super-high quality sable brushes that give unparalleled control of your paint – perfect for adding those last tiny details to your models.



Lastly, there are the scenery brushes, which come in M and L sizes. Like drybrushes, they are ideal for painting large areas quickly by drybrushing.



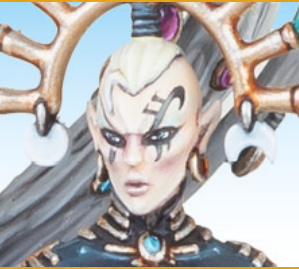


# MODELLING AND PAINTING

## READERS' QUESTION: FACE PAINT

While on the subject of Yvraine, are you able to ask Aidan how he did the Egyptian style make-up on Yvraine? What colours did he use?

*Geoffrey Payne,  
Thundersley, UK*



**Aidan says:**

**"The face paint was Abaddon Black with a little bit of the flesh colour mixed in. I copied the design from the concept art and applied it as carefully as possible. I mixed more of the flesh colour in and highlighted any parts that went over raised areas like the cheeks."**

If you have any painting questions, drop us a line at:

**team@whitedwarf.co.uk**



## BASED OUT IN THE FIELD

The bases on each of the Astra Militarum troopers over the last few pages are simple, clean and neutral, allowing the model to shine. Paul Norton tells us how:

"Start with a coat of sand attached to a base with PVA glue. Basecoat with Mourmfang Brown, then drybrush it Balor Brown and Screaming Skull, before painting a layer of Steel Legion Drab around the base rim. Then, to finish, just add a tuft of two of Mordheim Turf with a dab of PVA."

"If you want, you can replicate the effect with the Armageddon Dust texture paint instead of using PVA glue and sand, which you then just paint over with Mourmfang Brown – it gives you the same end result. Or you could just use Armageddon Dust with a wash of Agrax Earthshade, before drybrushing."



## VENTRILLIAN NOBLES

Despite being clad in parade ground finery, the Ventrillian Nobles are products of a warrior tradition that stretches back into pre-Imperial history. Ventrillian troopers, from the lowliest recruit to highest Lord-General, traditionally carry a well-used duelling blade – so should even their immaculately machined lasgun fail,

Ventrillian troopers are far from unarmed. The Ventrillian Nobles were inspired by Army Painter Chris Peach's own heavily converted Imperial Guard army and are an example of how far you can go if you want. Chris uses parts from a lot of kits but believe it or not all of them are actually spares, built up over years of collecting and painting and carefully stored in numerous bitz boxes.

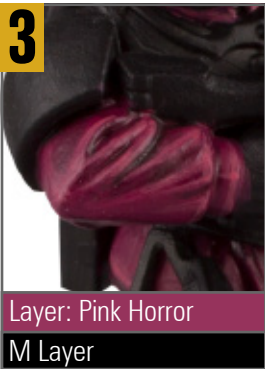
### PARADE UNIFORM



**1**  
Basecoat:  
Screamer Pink  
M Base



**2**  
Wash:  
Nuln Oil (recesses)  
M Shade



**3**  
Layer: Pink Horror  
M Layer



**4**  
Layer:  
Emperor's Children  
S Layer



**5**  
Layer: Kislev Flesh  
S Layer

### DRESS FATIGUES



**1**  
Basecoat:  
Celestra Grey  
M Base



**2**  
Layer: Ulthuan Grey  
M Layer



**3**  
Layer: Celestra Grey  
(recesses)  
M Layer



**4**  
Layer: White Scar  
S Layer

### PLUME



**1**  
Basecoat:  
Celestra Grey  
M Base



**2**  
Wash: Nuln Oil  
M Shade

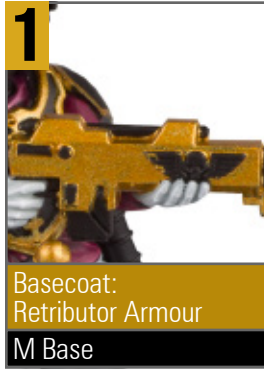


**3**  
Layer: Ulthuan Grey  
M Layer

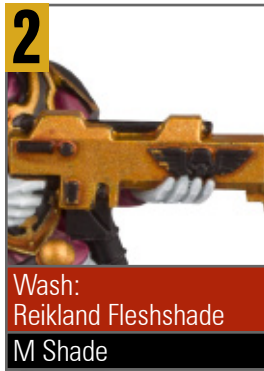


**4**  
Layer: White Scar  
S Layer

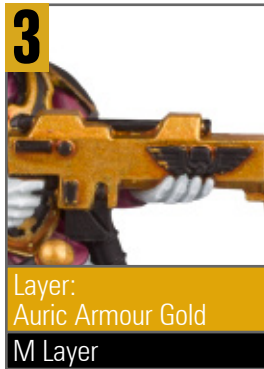
### GILDING



**1**  
Basecoat:  
Retributor Armour  
M Base



**2**  
Wash:  
Reikland Fleshshade  
M Shade



**3**  
Layer:  
Auric Armour Gold  
M Layer



**4**  
Layer: Stormhost Silver  
S Layer

### LEATHER SCABBARD



**1**  
Layer: Eshin Grey  
S Layer



**2**  
Layer:  
Administratum Grey  
XS Artificer



PAUL'S TRICKS FOR DIFFERENT BLACKS

“The lacquered effect on the armour doesn’t just look the part,” says Paul, “it also makes the model far quicker to paint. As the layer of ‘Ardcoat varnish gives the armour that shine, it doesn’t need a highlight. On top of that, the gold trim breaks up the black as well – just take your time and tidy the trim up with

Abaddon Black if it looks a little messy. And speaking of black, to make the leather stand out from the armour, I added a few little freehand scratches to it after highlighting instead of applying a gloss coat – it’s the same technique as I used on the Cadian uniform ([here](#)). Little touches like that help separate similar colours by giving them different textures.” 🐼

TANNED SKIN



1

Basecoat:  
Bugman’s Glow  
M Base

2

Wash:  
Reikland Fleshshade  
M Shade

3

Layer: Cadian Fleshtone  
M Layer

4

Layer: Kislev Flesh  
S Layer

LACQUERED ARMOUR



1

Basecoat:  
Abaddon Black  
M Base

2

Layer: ‘Ardcoat  
M Glaze

TROOPER’S PACK



1

Basecoat: Rhinox Hide  
M Base

2

Wash: Nuln Oil  
M Shade

3

Layer: Gorthor Brown  
M Layer

4

Layer: Karak Stone  
S Layer

BUILDING THE BEST

To build the Ventrillian Noble trooper, the Army Painting team raided their bitz boxes, drawing on parts from both the Astra Militarum range in Warhammer 40,000 and Warhammer Age of Sigmar’s Freeguild. The legs, arms and lasgun are from a Cadian trooper, the torso is taken from the Tempestus Scions and the backpack is from the Catachan Command Squad (with the knife clipped off). The trooper’s head is from the Freeguild Outrider kit, while the sheathed sword hanging from the trooper’s belt is from the Freeguild Greatswords kit.



WARHAMMER TV

Paint Splatter is not your only source of up-to-date tips and painting guides, of course – Warhammer TV is chock full of advice from painting maestro Duncan Rhodes. Whether you just want a brief tip on painting ethereal glows or a full-blown guide on how to build and paint Nagash, Supreme Lord of the Undead, Warhammer TV is the place to go for video guides.

Just point your web browser of choice toward the following address and soak in the hobby majesty:

[youtube.com/user/GamesWorkshopWNT](https://www.youtube.com/user/GamesWorkshopWNT)



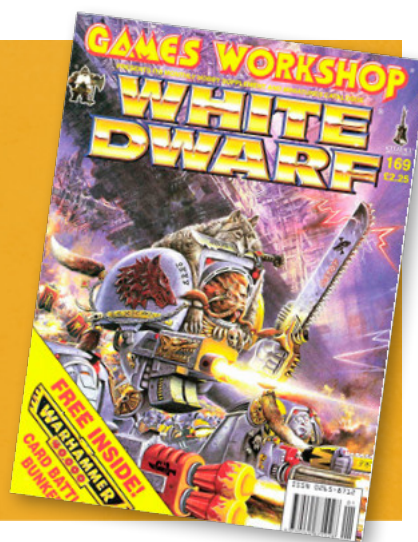
EXPERIMENT!

Cataloguing the regiments of the Astra Militarum would take an eternity – those shown here and in Codex: Astra Militarum are just the tip of the iceberg. As many regiments use Cadian-pattern wargear (and as many Cadian regiments make use of their own unique colours) you can paint your regiment in any colours you want, whatever models you use. The Savlar Chem Dog conversion on the previous pages shows how just one simple change can make a model look brand new, and the Ventrillian Noble here is a prime example of a more extensive but still fairly straightforward conversion with stunning results. Why not experiment doing likewise? Not even the Imperial Infantryman’s Uplifting Primer would forbid such a thing.



# TEMPORAL DISTORTION

Join us on a journey through time and space, into the past of White Dwarf. This month, we take the bunker back to January 1994's issue 169.



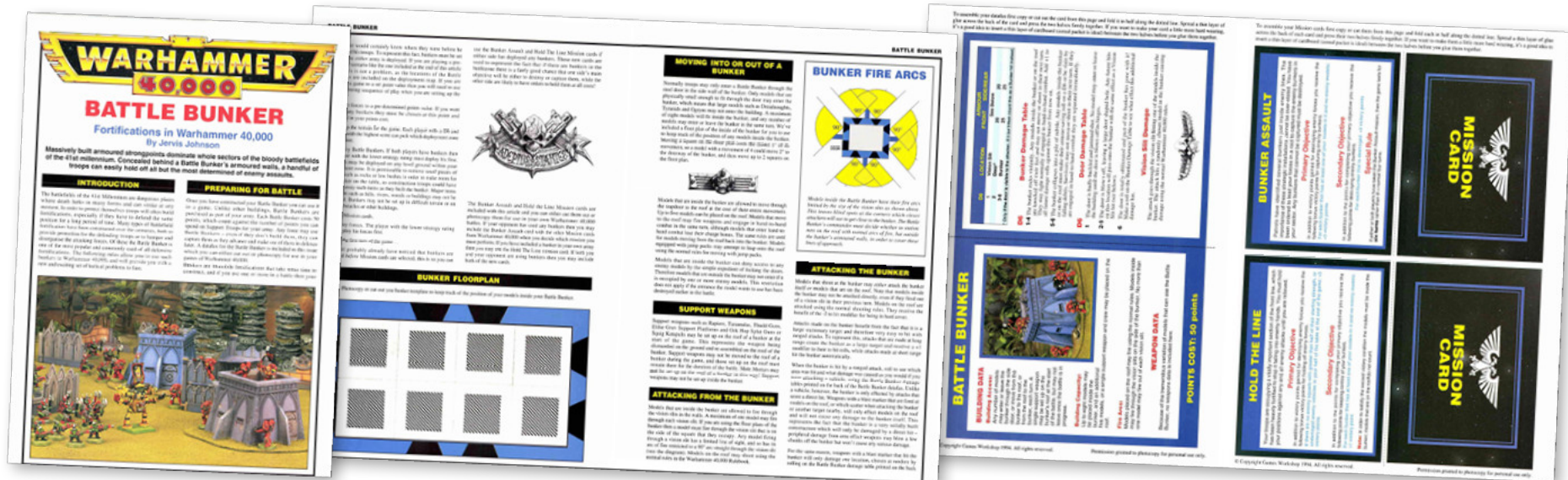
Geoff Taylor's cover heralded the release of Codex: Space Wolves, the very first Warhammer 40,000 codex ever published. Somewhat surprisingly, a lone mention running to three paragraphs in the news section was that all that otherwise marked this most momentous of new series.

Elsewhere, the Adeptus Arbites – “the keepers of the Imperium’s laws and watchdogs of the far-flung empire of humanity” – appeared as a new range of miniatures, with full rules and (a very short) army list in the issue. Not really a presence on the battlefield as such, the Adeptus Arbites haven’t been seen around much lately, but with the likes of the Genestealer Cults on the rise again, who knows when they might be back?



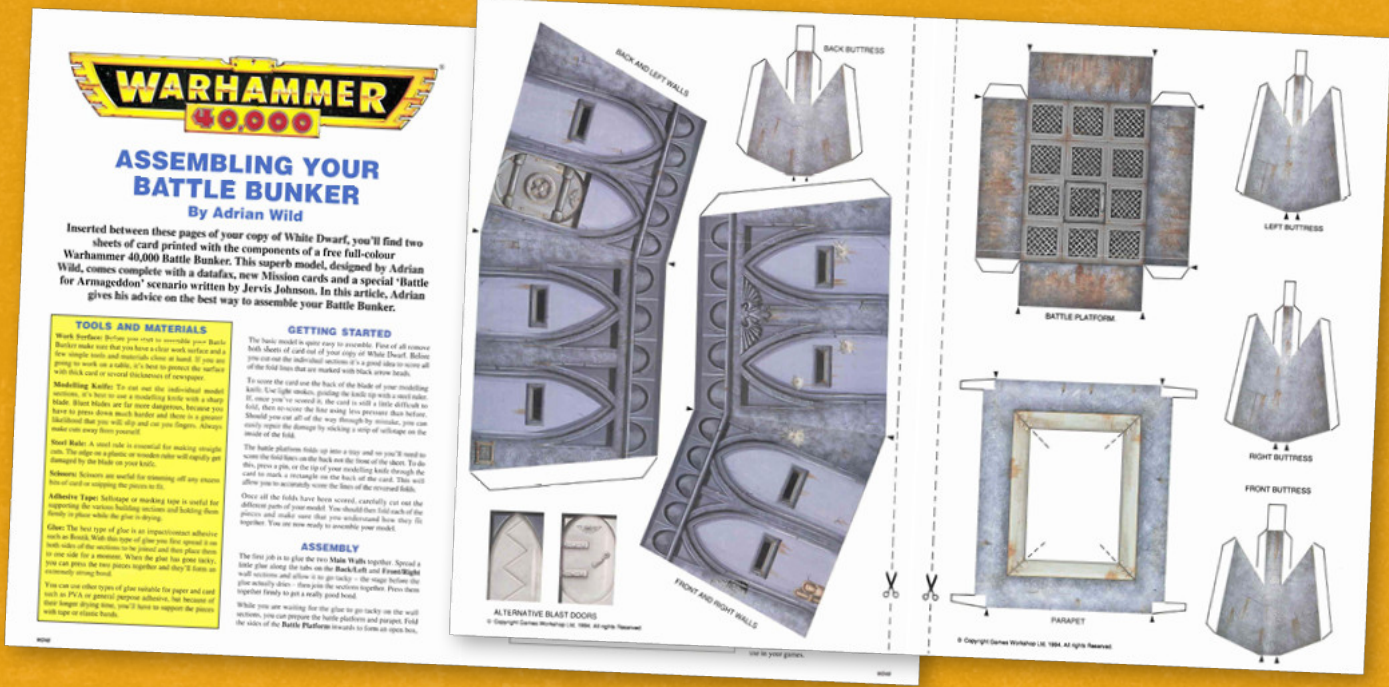
## BUNKER SPECIAL!

The White Dwarf team dwells in a bunker and, once, a bunker dwelled in White Dwarf, too. An exclusive cardboard Battle Bunker (you had to build it yourself) was the perfect excuse for a slew of fortifications-related features. The rules for the Battle Bunker ran to more than three pages – each bunker had seven arcs of fire! – and there was a separate floor plan for keeping track of models inside the bunker, not to mention a datafax (forerunner of the datasheet), two mission cards, a new Strongpoint mission and tactics for dealing with enemy fortifications.



## THE ORIGINAL BATTLE BUNKER

The original card Battle Bunker, given away free with White Dwarf, is remembered rather fondly by readers and gamers of a certain age (those who came of age before the advent of plastic terrain). Iconic it undoubtedly was, but not the most sturdy fortification ever made – White Dwarf's Dan Harden remembers reducing his own impregnable card bunker to rubble by, er, accidentally sitting on it.





## ARKHAN THE BLACK

In the Warhammer world, a dread new evil (well, actually a very old one) was arising. Arkhan the Black “was the first and most loyal of Nagash’s followers”, as Jervis Johnson wrote in this issue, and fittingly the first of Nagash’s servants to appear in miniature. Arkhan rode a chariot in those days – it would take another resurrection of Nagash before Arkhan would be made a Mortarch and gifted his very own dread abyssal.

## BJORN THE FELL-HANDED

Alongside the new Codex: Space Wolves came a now-legendary new character, Bjorn the Fell-Handed, sculpted by Jes Goodwin.

A special character Dreadnought was very much an unexpected twist at the time and Bjorn immediately became one of the game’s most notable characters. Testament to the defining nature of its design, the model would not be updated until 2014, when Bjorn finally appeared in plastic for the first time, still recognisably the same ancient hero.



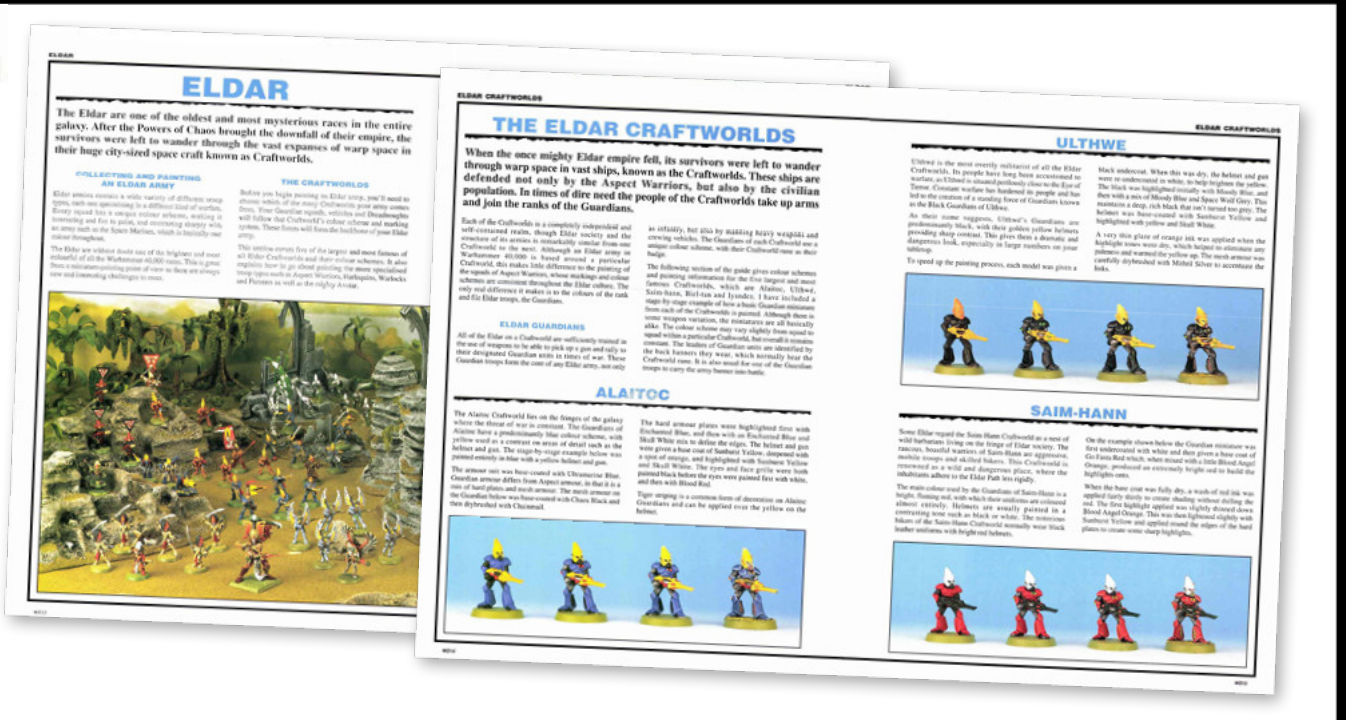
## DEATH ON THE SEA OF CLAWS

A mainstay (or should that be mainsail?) of White Dwarf during this era was Man O' War, the game of raging sea battles in the Warhammer world, represented in this particular issue by the Death on the Sea of Claws battle report. Jervis Johnson's Dark Elf fleet triumphed by a whopping 47 battle honours to 18 over Andy Jones's Empire fleet – a total Andy, the game's designer, described as 'a little deceptive'. Of course it was, Andy, of course it was...



## 'EAVY METAL

A Warhammer 40,000 Painting Guide from the 'Eavy Metal team's Mike McVey this month looked at painting Eldar Guardians in the colours of their most famed Craftworlds. Billed as 'Eavy Metal, these painting guides were really halfway between true 'Eavy Metal Masterclasses and today's Paint Splatter, being intended for beginners as well as those wanting to acquire the skills to emulate the 'Eavy Metal style.





# 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.

House Terryn Imperial Knight Crusader  
by Andrew Welsh





Skaven Lineman  
by Krzysztof Pisarski



Genestealer Magus  
by John Margiotta



Eldar Farseer  
by Tim Takehara



Legio Custodes Sagittarum Guard  
by Marcel Kinrade



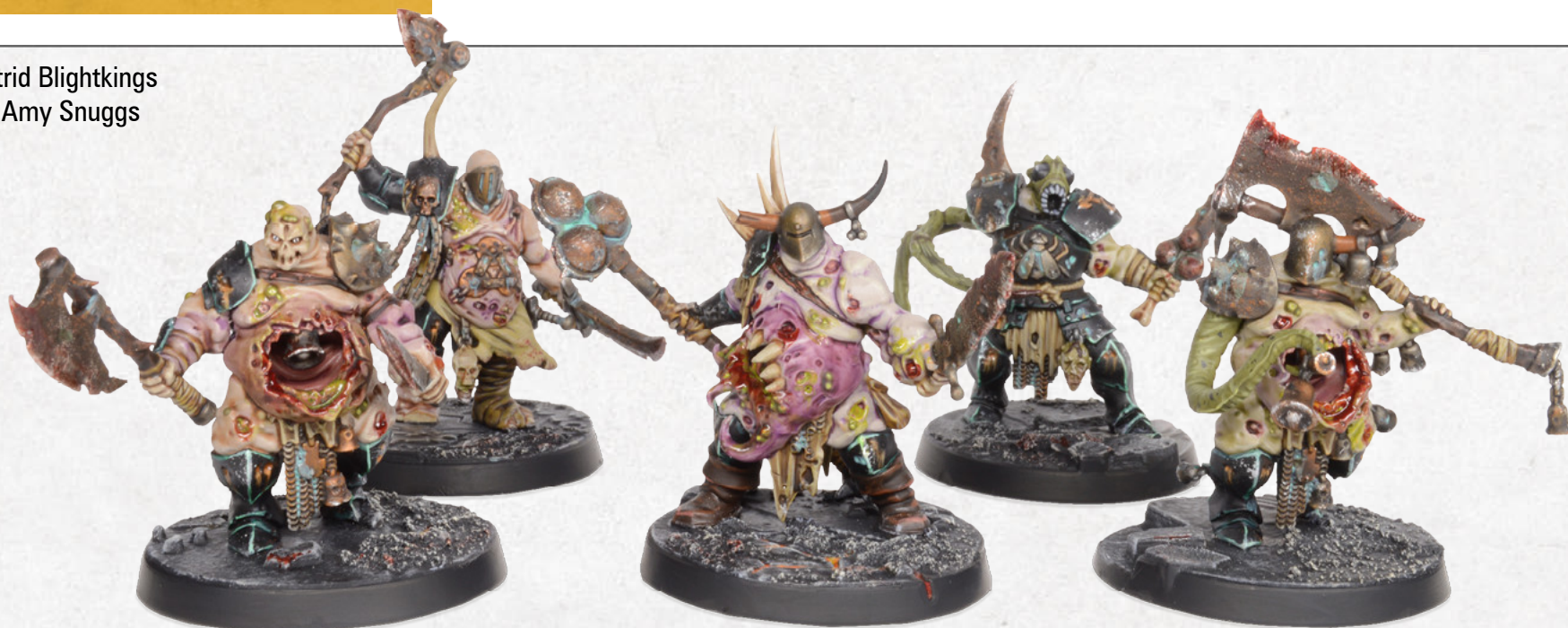
Iyanden Wraithlords  
by Kai Norman





# READERS' MODELS

Putrid Blightkings  
by Amy Snuggs



Hive Fleet Leviathan Tyranid Warrior  
by Stéphane Nguyen Van Gioi



Ironjawz Megaboss  
by Steffan Lloyd-Evans



Librarian Calistarius of the Blood Angels  
by Phil Chang



Hammers of Sigmar Lord-Castellant  
by Sam Jones





T'au XV25 Stealth Battlesuits  
by Tyler Mengel



## 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:



## READER'S MODEL OF THE MONTH

This issue, our Reader's Model is a Land Speeder Storm painted by David Harper. David painted his Land Speeder in the colours of the Iron Lords (a Successor Chapter of the Iron Hands), who have fought many battles against Hive Fleet

Kraken. We particularly like the greasy weathering and chipped paint on the vehicle's hull, which makes the Land Speeder look seriously battle-worn, like it's been in the thick of the fighting for many years.





## IN THE SPOTLIGHT: WARHAMMER PARKSIDE

This month, we have not one person in the spotlight, but several. Here we present some of the entrants from Warhammer Parkside's recent painting competition. Manager Allan He tells us more about it.

**A**llan: I'm the manager of Warhammer Parkside, which is in Shanghai, China. A few months ago we held Da Great Waaagh! painting competition, which was one of the first non-online Warhammer painting competitions held in China. We had a pretty good turnout for the event and some of the winning entries were of a really high standard – we were very pleased with what our hobbyists achieved.

The overall winner of the competition was Li Wei's Blood Bowl Ogre. Li also entered a Terminator Captain (also shown to the right), which we all thought was just as impressive – both models feature exceptional non-metallic metal painting and the Terminator Captain has some excellent object source lighting on his blade. I also really loved seeing Wang Sheng's Battlefleet Gothic Cruiser in the competition – we don't see many of them here in China!"

Yncarne, Avatar of Ynnead  
by Liu Yu Kang

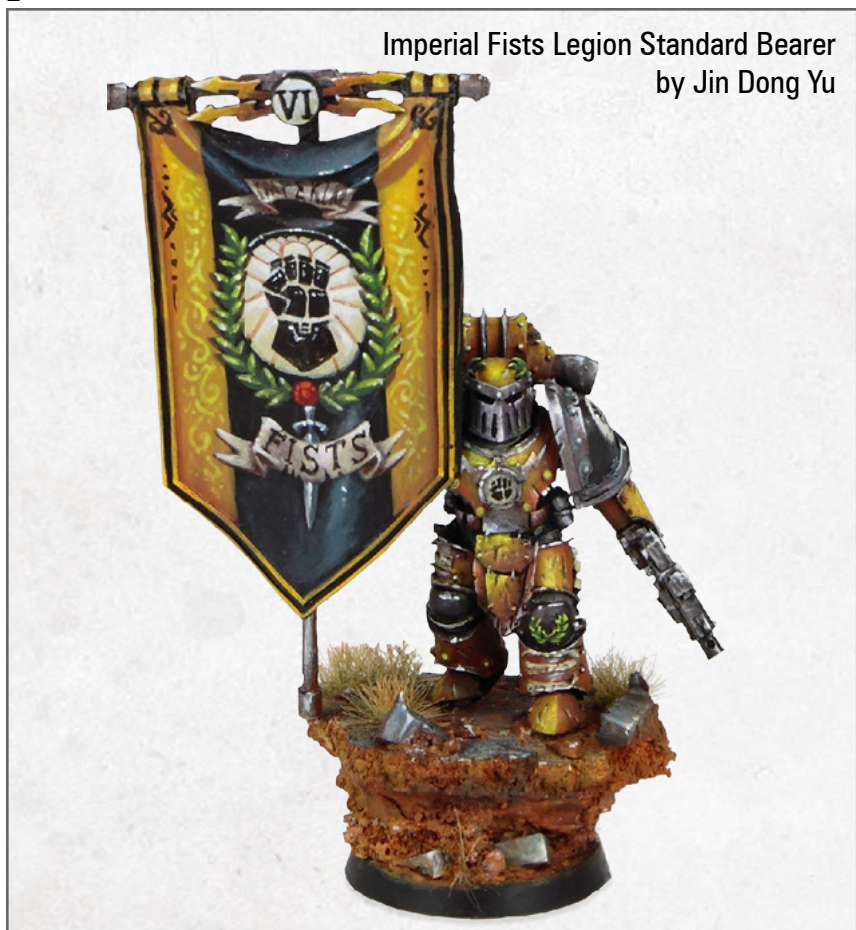


Necromancer  
by Eric Wang



2

Imperial Fists Legion Standard Bearer  
by Jin Dong Yu



3

Liu Yu Kang's Avatar of Ynnead (1) won the silver award in the Warhammer 40,000 large model category. The Yncarne's spirit storm has been painted like a midnight sky while its hair burns with the fury of a god reborn.

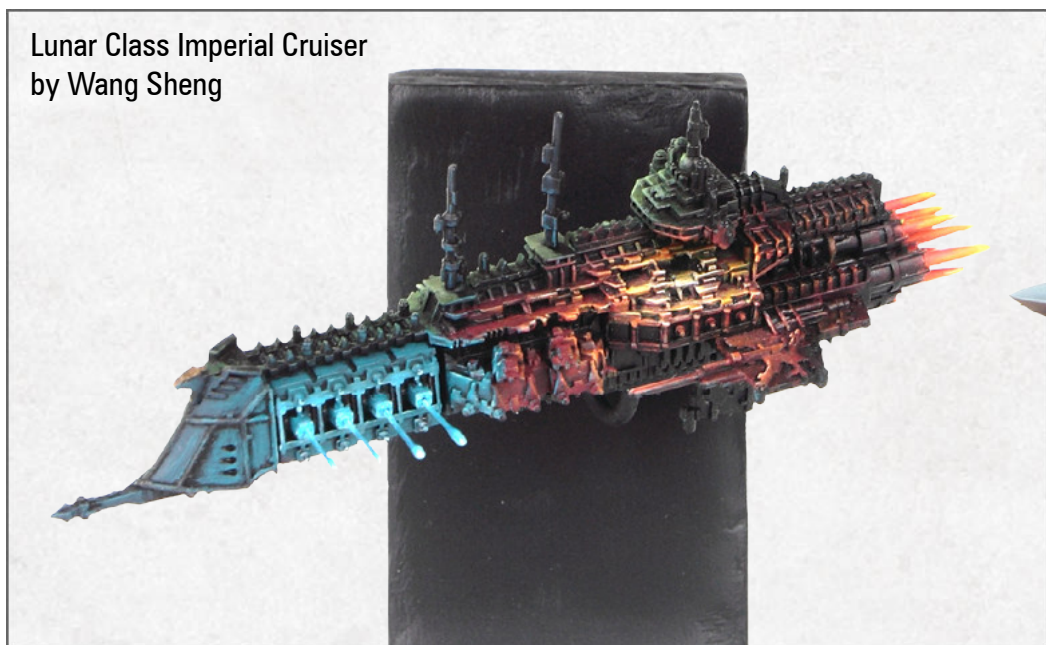
Eric Wang's Necromancer (2) combines filthy, grave-dark robes with some excellent object source lighting emanating from

the ground below. What could this devious Necromancer be up to?

Jin Dong Yu's Imperial Fists Legion Standard Bearer (3) won gold in the Warhammer 40,000 single miniature category. Note the non-metallic painting style that Jin used on the model's burnished yellow armour.



Lunar Class Imperial Cruiser  
by Wang Sheng



**4**  
You don't see many Battlefleet Gothic ships around these days, but Wang Sheng's Lunar Class Imperial Cruiser (**4**) won a bronze award in this painting competition. The lighting effects are particularly impressive.

Li Wei's Terminator Captain (**5**) features fantastic blending on his silver armour, plus a great lighting effect on his sword. Li used red as a spot colour on the model, adding a little warmth to an otherwise cool colour palette. Jin's rendition of Calas Typhon

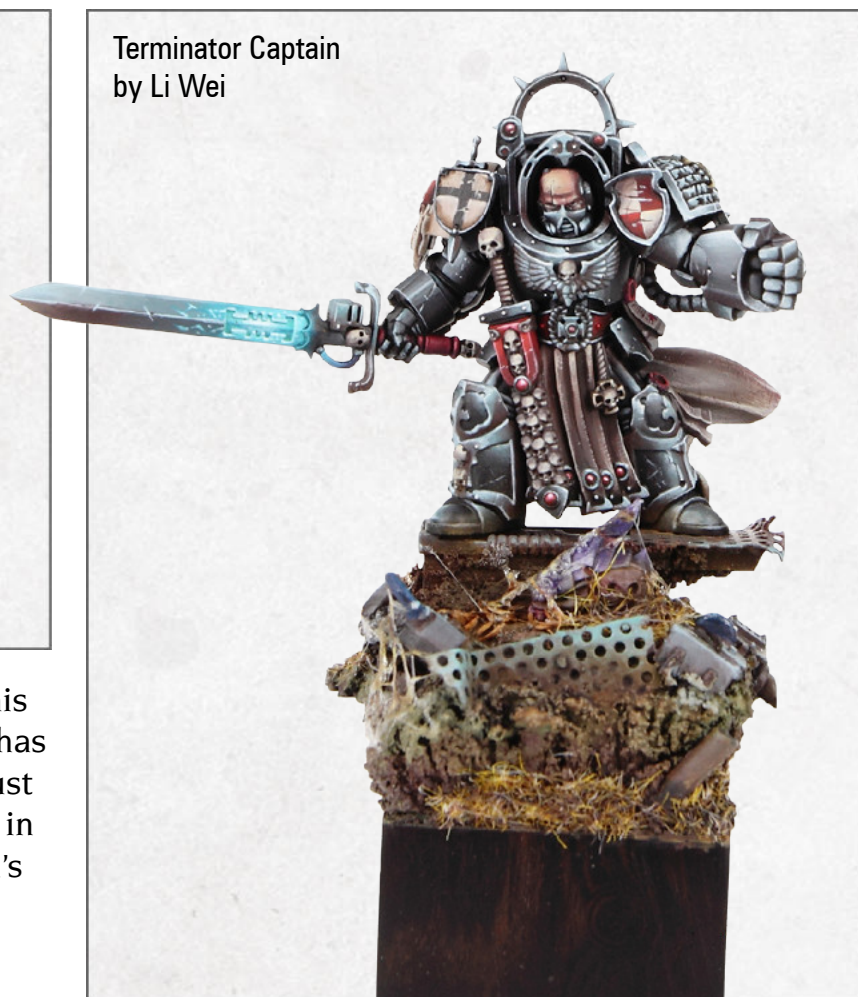
(**6**) is a welcome addition to this Death Guard-heavy issue. Jin has covered Typhon's armour in rust streaks, filth and dirt, which is in keeping with the First Captain's background as a front-line warrior.

Li Wei won Gold in the Warhammer single miniature category and the overall competition with this Blood Bowl Ogre (**7**). The blending on the model is once again superb – especially on the Ogre's big red nose!

Calas Typhon  
by Jin Dong Yu



Terminator Captain  
by Li Wei



**5**

Blood Bowl Ogre  
by Li Wei



**7**

### IN THE SPOTLIGHT

Do you have a collection of Citadel miniatures that you would like to see in the spotlight? Then we would love to hear from you. Why not email us some pictures of your work to: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)







# 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...

**T**here's been a real mix of activity in the bunker this month. Games designer Dave Sanders and producer Tom Merrigan dropped by to show the team the new Shadespire game, Dawn of War III landed (ever so briefly) on more than a few desks, while several of the team were also off to Warhammer Fest. (Yes, we know it's October now... Magazine printing is like the warp). Meanwhile, Melissa and Stuart are nearing completion on their Armies on Parade entries, Mel adding the finishing touches to her board and Stu just back from a week's holiday spent painting and building models ("I've come back to work for a rest," he says). Plans are also afoot for an office campaign using the new Seasons of War supplement. Come back next month to see how we're getting on...



## DAWN OF WAR 3

At the time of writing, a few review copies of the Dawn of War III computer game had just hit the office (thank you, Relic!). Funnily enough, they didn't survive long enough for most of the team to even see them, the first copy spirited away to Michael's secret gaming lair. "I've tried out the campaign mode – it took me back to the previous games, which is cool. What's really great about the new game is the new elite and super units which you can pre-select before the game, such as Deathwatch Kill Teams and the Eldar Wraithknight."

## THAT MEANS I'VE WON, RIGHT?

A new game has been introduced to the bunker this month, Shadespire, and we've all spent plenty of time getting to know the game. Everyone has to play their first game sometime, and brave enough to take their first stumbling steps towards tactical mastery in front of everyone else were Michael, Stuart, Shaun and Martyn.

Shaun and Michael adopted the tried and tested approach of cautiously trying to pick up the rules first, while Martyn leapt straight in with the offset battlefield set-up you can see to the right. "Bound to win me the game, that is," said Martyn. Sure enough, it was, and under Martyn's redoubtable command Steelheart's Champions marched on to a decisive victory over Garrek's Reavers – although the fact that Martyn had been boning up on the rules the day before certainly helped his chances...

And you can read more about Martyn and Shaun's thoughts on the new game in Vox Chatter, opposite.



## MATT HUTSON'S PRIMARIS LIEUTENANT

You might have seen Matt Hutson's Black Templars Primaris Marine in June's issue – Matt's first ever Primaris Marine. Matt's the owner of more than one Space Marine army, so of course he had to see what a Primaris Marine would look like in the colours of his Imperial Fists. Having weighed up which of his armies to reinforce first, Matt decided on the Imperial Fists, so this Lieutenant is to be the first of many. "It's a new company, though," says Matt. "Rather than adding to my existing 3rd Company, I've decided to start a new Company, so this Lieutenant is a member of the Imperial Fists' 5th Company."



## WARHAMMER FEST 2017

Midway through writing this issue, Dan, Matt H, Martyn and Jonathan went to Warhammer Fest to talk about all things White Dwarf and to take pictures of all the Golden Demon entries you'll see over the coming months. "We did get a bit overshadowed by the new Redemptor Dreadnought, though," says Dan. "It was in the cabinet right next to us, but I like to think we kept the queue entertained with our witty anecdotes and cheeky one-liners."



# VOX CHATTER

This month in Vox Chatter, Martyn and Shaun chat about their new favourite game – Shadespire.



**Martyn:** First off, Shadespire is a really different game to anything else we do.

**Shaun:** See, I'm still getting back into playing Warhammer, so I had no preconceptions when I played my first game of Shadespire. It was really easy to get involved.

**Martyn:** Yeah, it's definitely the sort of game you could take to a gaming club and teach people quickly. The multiplayer options look really interesting, too.

**Shaun:** So that's four tiles, yeah?

**Martyn:** Yeah, I think it will change the dynamic of the game quite a bit, especially as some of the objective cards change depending on how many players there are. Actually, the cards are one of my favourite bits of the game – it's like a battle of minds between you and your opponent to decide what cards to play at each power step. It's not a simple move and shoot game, but one that really rewards you for thinking several moves ahead.

**Shaun:** I need to get better at that, but then I was playing as the Bloodbound so it was all hack and slash for me in my first game. I liked pushing Stormcast into walls and ganging up on them so they couldn't retreat. I'm also keen to get hold of the game and build my own deck tailored to my force. I reckon I could spend hours coming up with cunning deck builds for my force, and with the new expansion packs coming I'll be constantly adapting it.



## ANOTHER CRIMSON FIST!

Last month, we featured Duncan's Crimson Fist, inspired by the issue's cover. Well, he wasn't the only one – 'Eavy Metal's Max Faleij also got in on the act. "I wanted to paint an Intercessor for myself, having painted so many for work," he says. "I loved combining Crimson Fists imagery with the new models and they work so well together. As you can see by his two red hands, he's a veteran. I painted red checks on his kneepad to balance the colour scheme."



## WORK-IN-PROGRESS: DARK ANGELS AGGRESSORS

Martyn started work on a new Dark Angels force just prior to the launch of the new Warhammer 40,000. The recent office tournament showed, if there were ever any doubt, that the time was ripe for some Primaris Space Marines reinforcements, so Martyn's got this squad of Aggressors on the painting table now.



# THE WHITE DWARF BUNKER WARHAMMER 40,000 LEAGUE!

Most of the players decided to keep their armies the same for the second round of games, though Ben substituted his Stormtalon Gunship for a Stormhawk Interceptor and Matt swapped his War Walkers for a Wraithlord and an extra Warlock. “Wow, it moves 8”, says Matt, looking at the Wraithlord’s datasheet. “I thought it was a lot slower than that.” Apparently not, as Jonathan’s T’au army soon found out to their cost.

<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 2 Warlocks 5 Dire Avengers 10 Guardians 10 Guardians Wraithlord 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</b> <b>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</b> <b>MARINES &amp;</b> <b>TEMPESTUS</b> <b>SCIONS</b> Space Marine Lieutenant 5 Tactical Marines 5 Scouts 5 Assault Terminators Stormhawk Interceptor 8 Tempestus Scions Taurox Prime <b>POWER 49</b>
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## AN EYE FOR AN EYE

Dan and Jonathan played each other first this month in a Retrieval Mission. Dan attempted to take out Jonathan’s Riptide with his Terminators, but the mega-battlesuit kept leaping out of combat and shooting them. The Terminators eventually died to supporting fire as they went in for their third charge. On the other side of the battlefield, though, Jonathan’s Ghostkeel was boltered to death by a unit of Iron Warriors. Both sides held two objectives at the end, resulting in a 7-7 draw.



**Left:** The Iron warriors storm into the basilica to fight the Ghostkeel, which then leaps out of the building. The Iron warriors follow it, kill it, then go back to claim the objective.

**Below:** A Terminator survives his third charge against the Riptide but dies in combat to it.



## BRUTE FORCE MEETS ALIEN CUNNING

Meanwhile, on a table very nearby, Matt took on Martyn in a Retrieval Mission. Matt hid most of his units behind buildings, forcing Martyn to advance into the jaws of a cunningly laid trap. Well, a unit of Dark Reapers, which promptly annihilated Martyn’s Aggressors. Martyn teleported his Deathwing Terminators and Librarian in to butcher the Dire Avengers, but they then failed to charge the Guardians and were killed by a fusillade of shuriken shots. Matt eventually won the game 7-1.



**Left:** Martyn splits his forces in an attempt to outflank the Eldari, but Matt used his units’ speed to outmanoeuvre the Dark Angels.

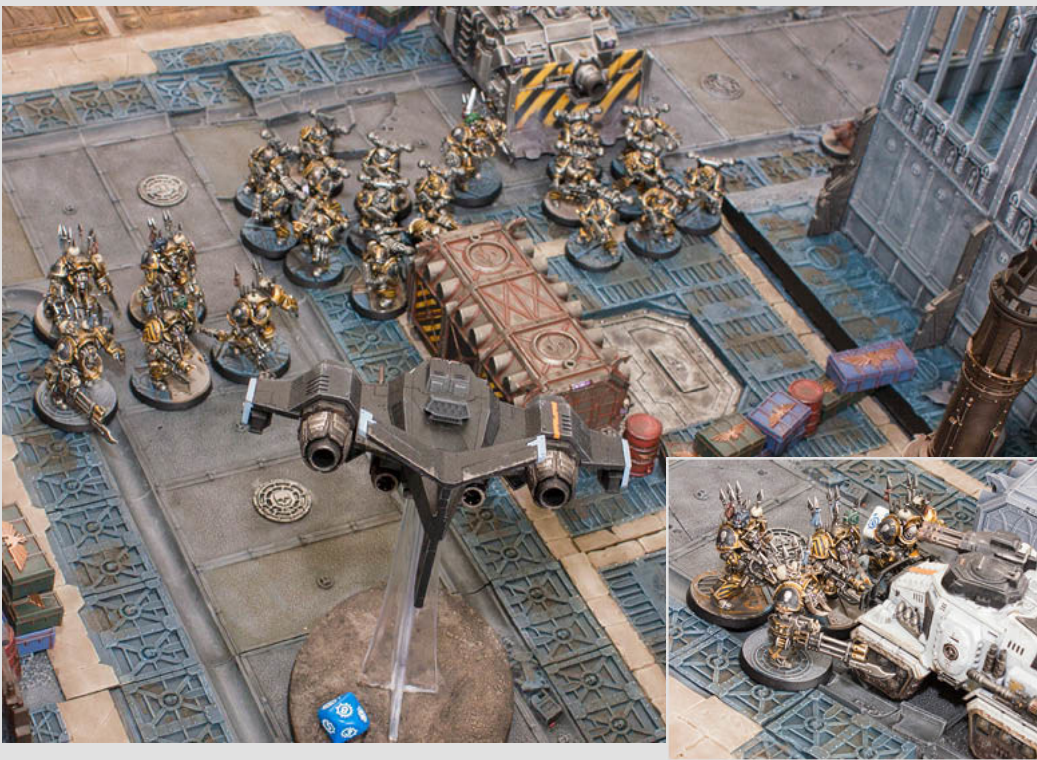
**Below:** The Chaplain has his mind eroded by the Eldar Farseer over a couple of turns, while the Scouts die trying to hold the objective.





# DEATH TO THE FALSE EMPEROR

Ben then fought Dan in No Mercy, both players seeking to wipe each other out... which they entirely failed to do. Dan failed to kill anything until the third turn of the game (and it was only one Terminator), while Ben slowly picked off individual models from the Iron Warriors' units. In the third turn, the Raven's Watch finally killed off the Cultists and the Terminator Lord, while the Chaos Terminators destroyed both the Taurox Prime and the Tempestus Scions. Ben scored all three secondary objectives, though, winning 5-2.



**Left:** The Iron Warriors congregate around their leader, who makes them immune to battleshock. He doesn't make them immune to bullets, though...

**Below:** It takes them three turns, but the Chaos Terminators finally kill the Taurox Prime in close combat.

# A CLASH FOR SECOND PLACE

Having lost to Matt in his last game, Martyn was now rooting for him to win, because then he would come second in the league. (Sneaky!) Jonathan, having watched Matt's last game, targeted his Dark Reapers first, wiping them out, but instead felt the wrath of the Crimson Hunter instead, which did a massive 14 wounds on the Riptide in a single round of shooting (and it only had 10 wounds left). The T'au fought back, wiping out the Dire Avengers with excessive firepower, but Matt still won the game 6-4.



**Left:** Jonathan makes a tactical error with the Ghostkeel and moves it too close to the Guardians, causing it to lose its stealth abilities. Matt takes full advantage of the situation and blasts the battlesuit to bits with his Wraithlord.

**Below:** As Dan, Ben, Martyn and Matt all find out, T'au supporting fire is nasty! Matt's Warlocks are wiped out trying to charge into combat (40-odd pulse rifle shots can make a real mess) while the Dire Avengers barely survive the T'au Commander's plasma rifle shots.



## THE FINAL RESULTS

And the final results are in! Having played four games each, the five players sat back and reviewed their performances. Matt wasn't even slightly smug about winning all of his games, while the photographers and Ben mused over their wins, losses and draws. Dan, on the other hand, was fairly sanguine about his many losses. "I think I should have used Khârn," he said, ruefully.

	PLAYER	WINS	LOSSES	DRAWS	POINTS
1	MATT	4	0	0	12
2	MARTYN	2	2	0	6
3	JONATHAN	1	1	2	5
4	BEN	1	2	1	4
5	DAN	0	3	1	1



## IN THE BUNKER



Photographer Jonathan has just finished this Tau Empire Stormsurge ballistic suit, the start of a new army. "I've collected T'au in the past," says Jonathan "but since I used Dan's army in the office tournament I've been inspired to collect them all over again."

"When it came to the colours, I wanted to start with a colour I could get as a spray," he says. "Inspired by the way the Studio's Vior'la army was painted, I ended up choosing Mechanicus Standard Grey, and mixing the potted version of the paint with Abaddon Black for the darker grey areas and White Scar for the lighter grey. I used the same highlight – Celestra Grey – for both areas. I used Ushabti Bone as a spot colour, shaded with Agrax Earthshade. Then I washed those areas with Casandra Yellow to create an orangey-yellow. That's it." ☠



# NEXT MONTH

## WHITE DWARF NOVEMBER 2017 EDITION ON SALE FRIDAY 3 NOVEMBER

NECROMUNDA! / MORE SHADESPIRE! / NEW CODEXES!  
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