

THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF

NOVEMBER 2017



**NECROMUNDA: UNDERHIVE**  
GANG WARFARE IN THE DEPTHS OF HIVE PRIMUS



# USER GUIDE

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We hope you enjoy the issue!



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**team@whitedwarf.co.uk**





# 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

Matt's been playing Blood Bowl after hours in Bugman's this month. Apparently quaffing the local brew actually improved his win ratio.

#### What's Matt been painting?

"I've mostly been playing games this month but I have started work on a unit of Pink Horrors for my Tzeentch army."



## MICHAEL HAUGEN WIESKE

### Production Editor

Having played Shadespire against Martyn, Michael has been coming up with cunning tactics for the Stormcast Eternals.

**What's Michael been painting?** "I almost finished a model for my Bright Crusaders Blood Bowl team. I like to take my time over every shiny detail on them."



## MELISSA HOLLAND

### Digital Editor

Mel, our digital wizard, rules the internet in our office. She's recently started featuring a Reader's Model of the Week on our Facebook page.

#### What's Mel been painting?

"My Armies on Parade board. I've just put the finishing touches to it but I think I need more Seraphon on it. Another Stegadon, perhaps..."



## MATTHEW HUTSON

### Lead Designer

Matt got to play another Battle Report this month, taking on Martyn in a game of Necromunda: Underhive.

**What's Matt been painting?** "The final Treelord and Tree-Revenants to complete my Sylvaneth Wargrove. And I'm working on some Imperial Fists."



## BEN HUMBER

### Designer

Ben's been juggling his time between designing the mag, going camping and preparing something special for next month's issue...

#### What's Ben been painting?

"Primaris Space Marines! I picked up some Intercessors and started painting them in the colours of my Chapter, the Raven's Watch."



## SHAUN PRITCHARD

### Reprographics Operative

When he's not been getting the magazine ready for print, Shaun has been playing more games of Shadespire.

**What's Shaun been painting?** "Some Easy to Build Plague Marines – I'm still getting used to painting again and I wanted something quick to work on."





## DAN HARDEN

### Staff Writer

This month, Dan immersed himself in Necromunda, played several games, built a few models and dined out on corpse-starch.

#### What's Dan been painting?

"I've just finished my T'au force for Armies on Parade – I painted all 20 Fire Warriors in one go, from undercoat to final highlight."



## STUART EDNEY

### Staff Writer

Stu's been organising the team's Warhammer Age of Sigmar campaign. You can find out more about it on [here](#).

#### What's Stu been painting?

"I've also been painting my Armies on Parade entry – a Tzeentch Arcanites force that includes close to 100 models."



## MARTYN LYON

### Photographer

A long-time fan of Necromunda, Martyn took on Matt in this month's Battle Report. He said he wants to build his own Necromunda board.

**What's Martyn been painting?** "I've been painting a Flamespyre Phoenix as I want to start an Aelf army for Warhammer Age of Sigmar in the near future."



## JONATHAN STAPLETON

### Photographer

Jonathan has been photographing loads of Necromunda models this month but also a few Orks for an upcoming article...

**What's Jonathan been painting?** "I'm back on the Kharadron Overlords at the moment for the office campaign. Next up, Grundstok Thunderers."



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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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## PLANET WARHAMMER

We see the return of Necromunda, new warbands for Shadespire, two new Warhammer 40,000 codexes and a whole load of Christmas goodies. Plus, the latest from Forge World, Black Library and our licensed partners.

## CONTACT

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

## TEMPORAL DISTORT

Buckle your seatbelts for a short hop back in time to 2010.

## STARTING A GANG WAR

We delve into the world of Necromunda, chatting to the games designers and sculptors about their latest creations. Plus, a six-page background section.

## BATTLE OF THE BADZONES

It's a Necromunda Battle Report! The Ironlords take on the Carrion Queens in a brutal battle in the underhive.

## CONQUERING A REALM

What does it take to plan a Warhammer Age of Sigmar campaign? We take a look at Seasons of War: Firestorm.

## ARMIES ON PARADE 2017

It's time for Armies on Parade 2017! We feature four armies painted in preparation for this year's competition.

## GOLDEN DEMON: CLASSIC 2017

Eight pages of stunning models from this year's painting competition at Warhammer Fest. Plus interviews with the winners and judges' commentaries.

## 'EAVY METAL MASTERS

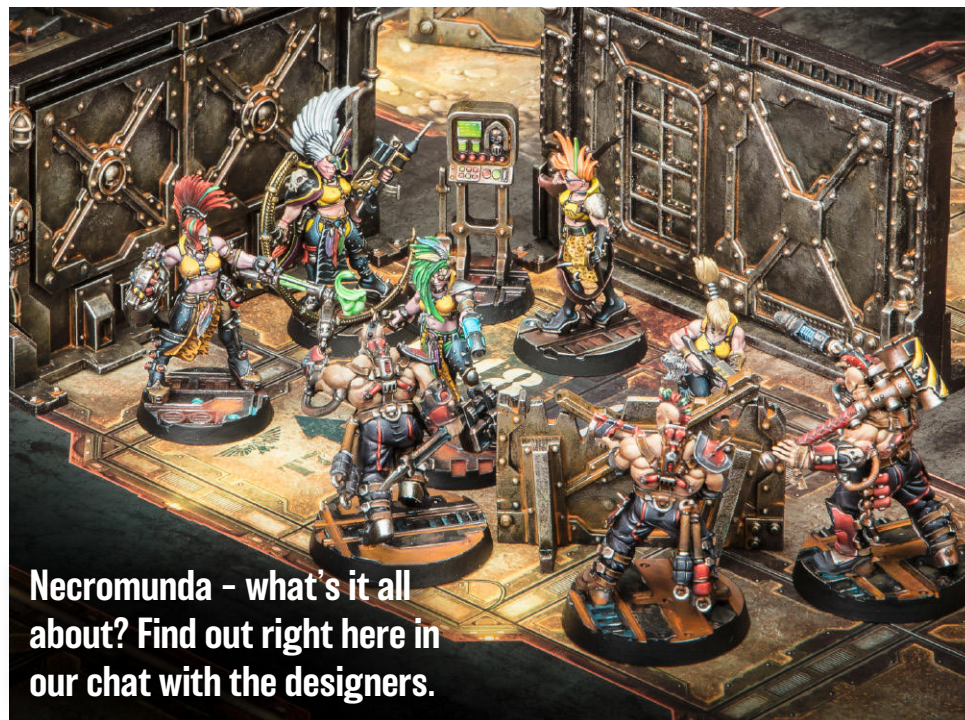
'Eavy Metal painter Tom Winstone shares some of his favourite miniatures, along with some useful painting tips and advice on how to make your own miniatures look amazing.

## ADAPT AND CONQUER

Renowned Hive Tyrant Jes Bickham shares his thoughts on the new Codex: Tyranids.

## BROTHERHOOD OF IRON

Feast your eyes on this army of Imperial Knights from House Raven painted by James Perry.



Six more winning entries from Golden Demon: Classic 2017. Marvel at their majesty.





## RETURN OF BATTLE COMPANIES

Battle Companies make a triumphant return to Middle-earth™ this month. Find new rules for Gundabad and Erebor battle companies in this issue.

## SPRUES AND GLUE

This month, we show you how to build your Necromunda gangers in suitably gangster poses.

## PAINT SPLATTER

It's a 12-page painting extravaganza with stage-by-stage guides for Escher and Goliath gangers and Craftworld Aeldari.

## BLANCHITSU

Here it is, folks, the final month of the incredible Pilgrim project. What will John and his followers get up to next?

## READERS' MODELS

We've got a selection of models painted by you, our readers, plus a spotlight on Kev Lawrence's Armies on Parade board.

## IN THE BUNKER

What have we been up to this month? Painting and gaming and sometimes a little bit of work...

A collection of Imperial Knights take centre stage in our army feature this month.



Find exclusive rules for two new Middle-earth™ Battle Companies right here.



Read all about the creation of the new Codex: Tyranids. Gribble, gribble, screeee!





# WHITE DWARF™

NOVEMBER 2017

## RETURN TO THE UNDERHIVE

**W**elcome to the new issue of White Dwarf – and this month we've got the return of a truly classic Games Workshop game, Necromunda. Set in the depths of the largest hive city on the sprawling hive world of Necromunda, the game stands out – for me, at least – for the way it shows off the real underbelly of the Imperium; the gangers who battle for territory and status in Necromunda: Underhive are a world away from even the men and women of the Imperial Guard.

For many of the White Dwarf team (myself, Matt and Dan in particular) Necromunda is a real favourite from our youths, when Necromunda campaigns (just like Blood Bowl leagues) were pretty much a constant in our gaming lives. (For my part, I also got to work on the last edition of the game in the early 2000s.) Now the game is back, with more ways to play than ever. The Necromunda: Underhive boxed game takes the battle to the tunnels in the depths of the underhive, while the Gang War supplement offers rules for the kind of classic high-rise skirmishes Necromunda has always been famed for. Needless to say, we've got a ton of features marking the return of Necromunda – and much more, of course. Enjoy the issue!

*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?



# WARHAMMER® WORLD

## UPCOMING EVENTS AT WARHAMMER WORLD

### NOVEMBER 2017

**Horus Heresy Doubles**  
Saturday 4th - Sunday 5th

**Warhammer 40,000  
Throne of Skulls**  
Saturday 11th - Sunday 12th

**Warhammer 40,000  
Doubles**  
Saturday 18th - Sunday 19th

**Warhammer 40,000 Open Days**  
Saturday 25th - Sunday 26th

### DECEMBER 2017

**Horus Heresy Singles**  
Saturday 2nd - Sunday 3rd

**Warhammer 40,000  
Grand Tournament Heat #2**  
Saturday 9th - Sunday 10th

### JANUARY 2018

**Warhammer World  
Open Day**  
Saturday 6th

**Warhammer 40,000  
Campaign**  
Saturday 20th - Sunday 21st

**Warhammer Age of Sigmar Grand  
Tournament Heat #1**  
Saturday 27th - Sunday 28th

Based at our global HQ in Nottingham, Warhammer World is the home of the Games Workshop hobby.

- **Warhammer World, Forge World and Black Library Stores** – Buy the entire Games Workshop range from our flagship Warhammer store and the world's only Forge World and Black Library shops.
- **Exhibition Centre** – Explore four halls filled with exquisitely painted miniatures and breathtaking displays from the worlds of Warhammer.
- **Gaming Hall** – Reserve a themed gaming table and do battle with your friends, or join us for an amazing tournament or campaign weekend.
- **Bugman's Bar and Restaurant** – Feast in our Dwarfen tavern, and take home a souvenir from Bugman's merchandise area.







# PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

## NIGHTMARE UNDERHIVE



### THIS SOUNDS FAMILIAR...

Veteran hobbyists may well recognise the name Necromunda. It was the name of the planet mentioned in the Games Workshop prototype game *Confrontation*, which appeared in the pages of *White Dwarf* back in 1990. Necromunda then became its own game in 1995. Hazard stripes were the in thing in those days. The game was reborn as *Necromunda: Underhive* in 2003, with an updated rulebook and a darker, more grim feel to it that has been retained for this newest incarnation of the classic game.

**R**eload your autopistols, charge your stimm-packs and prepare for a lifetime of brutal gang warfare because Necromunda is back!

To the uninitiated – Necromunda is a brutal, fast-paced game of gang warfare set on the planet of the same name, a horrifically toxic and overcrowded hive world where gangs of fierce warriors fight for supremacy amidst the debris of aeons. You take command of one of these gangs, battling against your rivals to secure trade contracts, discover new areas of the underhive or simply to give them a good kicking to show who's the most powerful. This month, Necromunda returns as a new boxed game, *Necromunda: Underhive*, which features two of these gangs – the muscle-bound, excessively violent forge-workers of House Goliath and the flamboyant, exotic and equally deadly all-female gangers of House Escher. The

boxed set is supported by its first supplement, *Gang War*, which is also out this month. Inside, you'll find rules for playing across larger scenery set-ups, Necromunda campaigns and plenty more besides. As you'd expect, there's lots of coverage for Necromunda in this issue, including Designers' Notes on page 36, a Battle Report on page 52 and stage-by-stage painting guides for both gangs [here](#).

But that's not all that's coming out this month – there are two new warbands available for *Warhammer Underworlds: Shadespire*, two new codexes for *Warhammer 40,000* (Craftworlds and Tyranids), adversary cards for *Warhammer Quest* and a ton of additional products that would make great Christmas presents. You'll find a gift guide later in the magazine that includes many of them but for detailed information, simply turn the page – Necromunda is up first.





Tap the images for more information!



## NEW WARBANDS FOR SHADESPIRE

The Mirrored City plays host to two new warbands this month – the skeletal Sepulchral Guard and Ironskull's orruk Ardboyz. Both sets include new miniatures for you to use in your games of Shadespire and 60 unique cards (that's 60 in each set!) to add to your Shadespire decks. Half the cards are specific to the warbands in the new boxes, the rest can be used by anyone!

[CLICK HERE](#) TO FIND OUT MORE



## HAVE YOU BEEN NAUGHTY OR NICE?

Alongside a wave of big boxed sets (you can see them in the Christmas gift guide), there are loads of funky stocking fillers out this month, including new scenery kits and paint sets, a deck of playing cards, new Warhammer Quest cards, a classic water pot (it's not a mug, we promise) and a Painting Handle. Yes, a handle. Trust us, we were confused, too, but all will become clear!

[CLICK HERE](#) TO SEE THEM IN ALL THEIR GLORY

## FIVE THINGS WE LOVE IN... NOVEMBER

**5** Seeing all the Armies on Parade entries that everyone's been painting. Here at the Games Workshop headquarters, loads of staff have taken part in this year's contest and we'll be showing off some of the very best in the pages of White Dwarf. Click [here](#) to see the first batch. Of course, many of you out there in the real world will also have been working on your Armies on Parade entries, the parade weeks for which are happening right now. If you want to enter (you might still have time depending on when you read this), check your local Games Workshop or Warhammer store's Facebook page to find out how to take part. We'd also love to see pictures of your entries – you can send them to us at: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)





# PLANET WARHAMMER

## THE BATTLE FOR SURVIVAL

**Necromunda: Underhive** is the game of gang warfare set in the dark and claustrophobic depths of an Imperial hive world. This boxed game contains everything you need to start playing straight away, including rules, miniatures and a gameboard to fight over.

Necromunda: Underhive contains 10 House Goliath gangers (1) and 10 House Escher gangers (2) with which to build your starting gangs. Like most Citadel miniatures, the models come on plastic sprues and are almost entirely modular, meaning you can freely choose bodies, arms, heads and even hair styles to create the models in your gang. There's an instruction guide showing you how to build the example gangs presented in the box but you'll quickly find that there are thousands of construction options. We've created a few ourselves, which you can see [here](#).

Each of the 20 named gang members presented in the box has their own fighter card (3). Additional blank cards are included should you wish to create your own gang members.

There are 28 gang tactics cards in the set (4) – 20 that can be used by either gang and four specific ones for each house.

Line of sight is really important in Necromunda – if you're looking the wrong way you'll never find your target! There are two vision arc templates (5) in the box, one for the Goliaths and another for

### NECROMUNDA: UNDERHIVE

In the lightless depths of Necromunda's hive cities, brutal gangs battle across nightmare landscapes of industrial refuse in a bid to claim the planet's meagre resources and make a name for themselves. It's a tough life being a ganger on Necromunda, but anything is preferable to working in the manufactorums.

This boxed set contains everything you need to play a game of Necromunda: Underhive, including two 10-member gangs – from House Goliath and House Escher – a full rule book

with both regular and advanced rules and a set of board tiles to fight over that represent the cramped confines of the underhive. The set also includes loads of exciting accessories, from ammo crates and computer terminals to unique dice, fighter cards and tactics cards. Long-standing Necromunda fans will find this edition retains the feel of the original game but comes with a smoother rules set. For new players, welcome to the underhive – you're going to love it!





# LATEST NEWS

## UNDERHIVE CHIC

The gangers of Necromunda wear a mismatched ensemble of industrial work gear, scavenged clothing and rare off-world items such as feathers and exotic furs to show their status in society. Their weapons and wargear are similarly non-standard – many gangers carry simple-to-manufacture weapons such as stubbers and autoguns, while others wield industrial tools – spud wrenches and rivet cannons among them – in battle. You can see more of these weapons [here](#).



the Eschers to help you make sure your target is within your arc of fire.

The priority marker (6) features the skull-and-spiderweb motif common to Necromunda.

Ductway markers – for crawling, shooting or lobbing grenades through (7). Pitfall craters (8).

Tokens to represent when a ganger is ready for action, out of ammo, wounded, fleeing or on fire (9).

12" range ruler – for measuring stuff (10)!

Blast markers and flamer template (11).

Dice (12)! There are 16 in the set including regular dice, injury dice and ammo roll dice.

The 104-page rule book (13).

Quick reference sheets (14). There are two in the set.

Ammo cache (15) and loot crate (16).

The Beast's Lair (17).

Nine barricades to hide behind when the bullets start flying (18).

Doors (19) and terminals (20) to open locked ones.





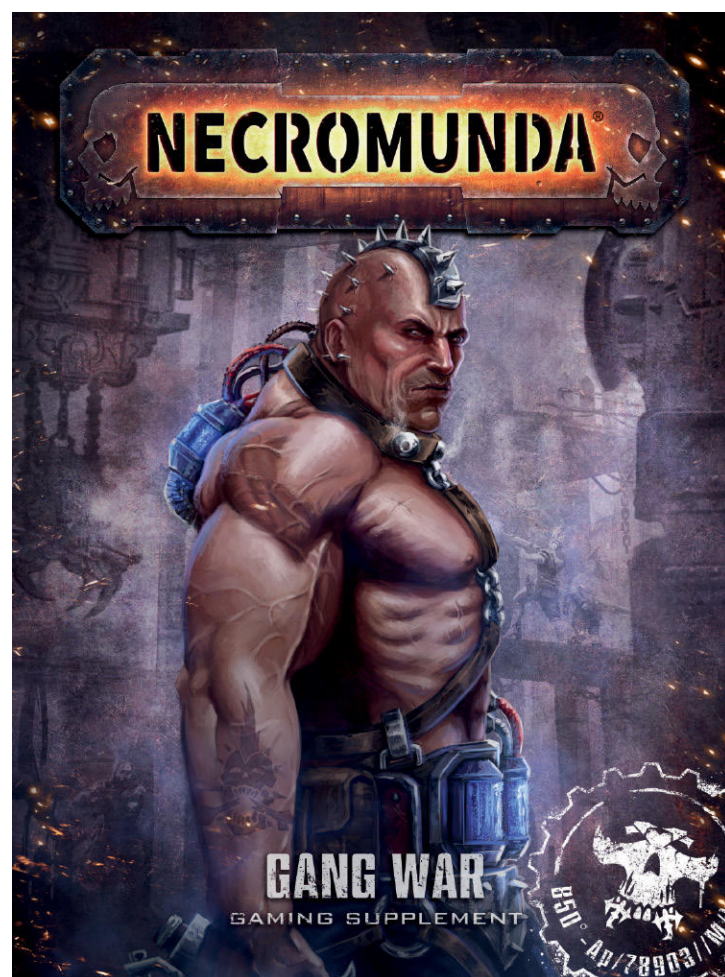
# PLANET WARHAMMER

## NECROMUNDA: GANG WAR

Necromunda: Gang War is the first of many planned supplements for Necromunda and comes out at the same time as the boxed set. Inside this 64-page paperback book, you'll find lots of extra content to use in Necromunda games, including rules for playing across the comparatively open cityscapes within the hive city rather than the claustrophobic corridors of the underhive as presented in the boxed set. The book also includes gang lists for House Goliath and House Escher and introduces Juves (the new blood in a gang) and Specialists. Crucially, Gang War also includes rules for gang progression between campaign games, which adds a whole new level of depth to the game. In this book you'll find six new scenarios (on top of the six included in the boxed set), plus rules for running a campaign, advancement and skill charts for your veteran warriors, injury charts for your wounded ones, traders for buying new weapons, rules on how to mine your holdings for credits and plenty more besides. In our opinion, it's the essential companion to Necromunda: Underhive.

### URBAN WAR

Necromunda players of old will recall that games were fought across terrain made up of cardboard buildings. Card cities are long gone but in their place you've got the wonderful Sector Mechanicus scenery, which is ideally suited to Necromunda. Gang War includes full rules for fighting over 3D battlefields like this.



### NECROMUNDA TERRAIN

As we mentioned above, terrain is an all-important part of Necromunda. With that in mind, the scenery in Necromunda: Underhive is also out separately this month, so you can buy more doors and barricades for your games. You'll find 10 ammo crates (plus ammo), 10 terminals and 18 barricades in the Barricades and Objectives set and 14 doors in the Bulkhead Doors set – ideal for larger games of Necromunda.



### GANG DICE SETS

Collecting a new gang? Then you'll want the dice to go with them. There are two sets available, one each for House Escher and House Goliath. Each set contains 20 dice, just like those in the boxed game, including regular, injury, firepower and scatter dice. The Escher dice are metallic purple with black swirls, while the Goliath ones are copper and black.



### WEAPON OF THE MONTH

The rivet cannon is the ultimate multipurpose tool, handy for bolting pieces of metal together or for putting holes in people at a distance. It also comes with the option of serving your rivets hot or cold.





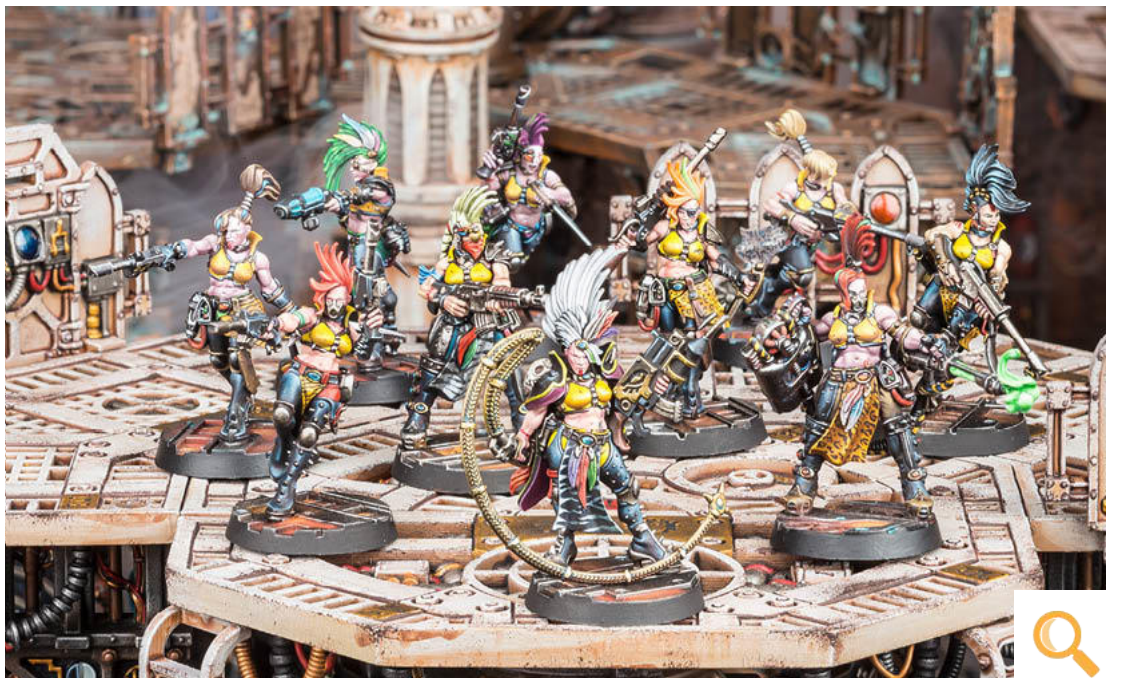
## GOLIATH GANG

What's that, scummer, you need more fighters for your Goliath gang? Then get recruitin' with this new boxed set. Inside you'll find 10 plastic Goliath gangers – the same models as those found in *Necromunda: Underhive* – with an array of weapon and wargear options, including stub cannons, rivet cannons, power hammers, respirators, brute cleavers and stick grenades. The set also comes with 10 of the new *Necromunda* industrial bases.



## ESCHER GANG

This set includes 10 plastic Escher gangers for *Necromunda*. Like the Goliaths above, the kit includes loads of weapon (and hair!) options, such as power swords, stiletto knives, autopistols and the Nightshade chem-thrower, which really is as nasty as it sounds. The set includes assembly instructions, but the modularity in the kit means that pretty much all the arms are compatible with all the bodies. Have a play and see what you come up with.



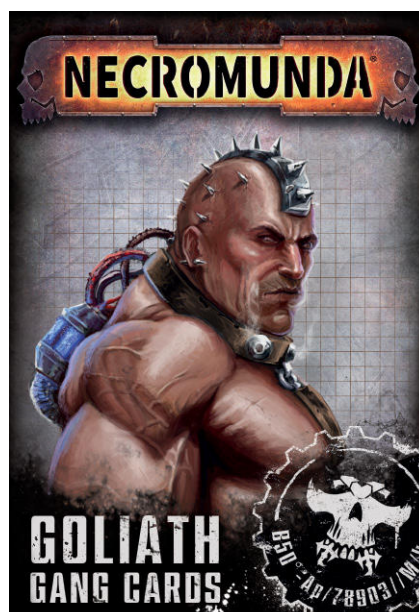
### NECROMUNDA BASES

The new *Necromunda* models come on plastic bases that are also available to purchase separately should you wish to use them on other models in your collection. Two packs are available – a set of 32mm bases (ideal for Space Marines) and a set of 25mm bases (perfect for Skitarii or Genestealer Cultists). Both sets contain 10 bases that feature a fusion of Sector Imperialis and Zone Mortalis details, making them perfect for either setting.



### GOLIATH GANG CARDS

The warriors of House Goliath might not be the smartest gangers around but they do know how to fight dirty. This 20-card set includes new gang-specific tactics for use in your *Necromunda* games.



### ESCHER GANG CARDS

The Eschers, on the other hand, are a lot more tactic-savvy. Their 20-card pack features tactics that involve a lot more running and underhand combat attacks compared to the Goliaths' more unsubtle approach to fighting.







# PLANET WARHAMMER

## WAR IN THE UNDERWORLDS

### WARHAMMER UNDERWORLDS: SHADESPIRE SEPULCHRAL GUARD



The Sepulchral Guard are the physical remains of Shadespire's populace, animated skeletons that were brought back to life when Nagash cursed the city. This set includes seven skeleton warriors rendered in bone-coloured plastic. Four are named heroes – the Harvester, Prince of Dust, Champion and

Sepulchral Warden, while the other three are lowly petitioners come to offer their services to the Great Necromancer. The set also includes 60 new playing cards – 20 each of objectives, ploys and upgrades. Half of these cards are specific to the Sepulchral Guard, while the others can be used by any warband.



### MARCH OF THE SEPULCHRAL GUARD

- Games Designer Alex Tuxford used the Sepulchral Guard in the Studio's Shadespire Campaign. Heed his words of wisdom.
- The Sepulchral Warden is an awesome fighter, but don't throw him into prolonged fights as you'll need him to resurrect fallen warriors.
- Upgrades stay on fighters even if they are slain, so resurrecting them is always beneficial.
- You have four activations for seven fighters so you need to plan your moves very carefully. Skellies are slow! You'll struggle to play an aggressive game so think defensively.

#### KEY PLOY CARDS TO CONSIDER



Danse Macabre helps counteract the natural slowness of the Deathrattle fighters, enabling them to reach objectives and enemies more easily.



You have more fighters than any other warband, so use that to your advantage and surround the enemy. Spectral Form is a very handy card for achieving that.



You may not be able to activate all your fighters every turn, but Terrifying Screams enables you to move an enemy fighter instead – right into your waiting blades.



Warriors both good and evil are drawn to the city of Shadespire like moths to a flame, seeking to uncover its secrets, but instead becoming trapped for all eternity. Here we look at the new warbands out this month and give you a few tactical tips on how to use them.

## WARHAMMER UNDERWORLDS: SHADESPIRE IRONSKULL'S BOYZ

Orruks love a good fight, so Gurzag Ironskull was not disappointed when he found himself trapped in Shadespire following an unsuccessful looting spree. Now, Ironskull and his lads – Bonekutta, Hacka and Basha – rampage around the city, breaking anything and anyone that gets in their way. This set includes four orruk Ardboyz cast in green, orky

plastic, representing Ironskull and his boyz. Like the Sepulchral Guard, the models are easy to put together and require no glue, so you can start playing immediately. This set also includes 60 new playing cards, enabling you to build an even more powerful Shadespire deck.



## GOIN' KRUMPIN' WITH IRONSKULL'S BOYZ

Product Developer James Ashbey won the Studio campaign with his mob of Ardboyz. But how did he go about krumpin' the enemy?

- Ironjawz get the Inspire condition once they are wounded, so always get them into a scrap.
- To make orruks really killy you need to spend Glory points. I have a lot of Hold Objective cards in my deck so I can score points early.
- Ironskull's Boyz are slow, so any card that can nudge an enemy fighter closer is worth taking.
- Orruks only get one defence dice, so look for upgrades that give them extra wounds.

### KEY PLOY CARDS AND UPGRADES TO CONSIDER



Orruks start a game with quite a few wounds but anything to stop them going out of action is handy. On Your Feet is a useful ploy to prevent this happening.



Use Basha to knock an enemy back into one of your other fighters, then play 'Avin a Good Time to gain a bonus round of attacks against them. Smashin'!



Gurzag Ironskull can kill pretty much anything in a fight, so you want to keep him alive. Unkillable is a great upgrade for that, as are any that increase his number of wounds.





# PLANET WARHAMMER

## FEAR THE GREAT DEVOURER

The Tyranids are a race of extragalactic aliens come to devour all in their path. A scuttling horde of monstrous bio-organisms clad in chitinous hides and armed with razor-sharp claws, there can be no negotiation with the Tyranids for they exist only to kill and feed.

### CODEx: TYRANIDS

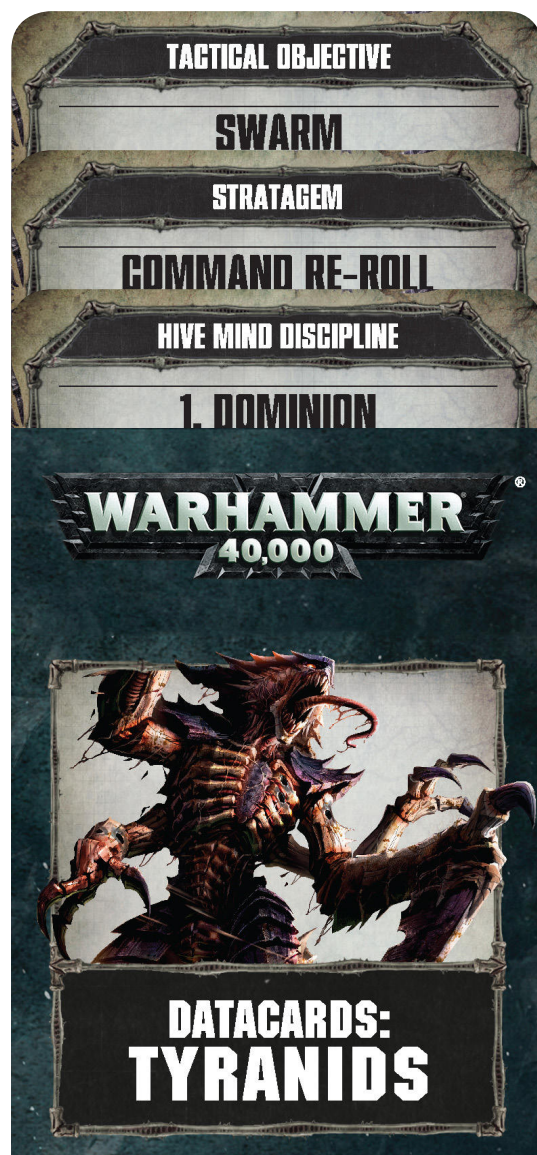
Want to know all about the Tyranids? Then you need to get your claws on Codex: Tyranids, the ultimate guide to this horrifying, all-consuming alien race from beyond the stars. This 128-page hardback book includes all the rules you need to field an army of Tyranids on the battlefield, plus a vast amount of information about the Tyranid race, from the Imperium's first encounter with them on the border world of Tyran to the present day. The invasions of the three primary hive fleets – Behemoth, Kraken and Leviathan – are described in

detail, as are the activities of several other hive fleets that have appeared in their wake. In fact, these new hive fleets are a big part of the new Codex, appearing not only in the background and on the galactic map but also in the rules. Codex: Tyranids now features army-specific rules, warlord traits and stratagems for seven hive fleets – the big three plus Gorgon, Jormungandr, Hydra and Kronos, all of which have their own unique styles of warfare. Codex: Tyranids is also available as a shiny collector's edition from the Games Workshop website.

### DATA CARDS: TYRANIDS

This set includes 74 cards specifically for the Tyranids, including tactical objectives, psychic powers and stratagems.

The 36 tactical objective cards include 30 from the Warhammer 40,000 book plus six that are unique to the Tyranids (we like the messy-sounding Decapitate). The seven psychic power cards provide rules for the six powers in the Hive Mind Discipline plus Smite from the core rules. The stratagem cards are especially exciting because they include 28 new Tyranid stratagems, six of which are for specific hive fleets such as Leviathan, Gorgon and Hydra. Beware Kraken's Opportunistic Advance card!



## FIVE THINGS WE LOVE IN... NOVEMBER

**4** Playing games. We love a good battle here in the White Dwarf bunker and this month we've been fighting plenty. Most of us have played Necromunda using the new rules a few times now and Matt and Martyn even got to play each other in this month's Battle Report ([here](#)). Meanwhile, Stu, Mel, Dan and Jonathan have been playing a Warhammer Age of Sigmar campaign using the Seasons of War set. So far they've only had their first round of campaign battles but you can see how their armies are faring [here](#).

DELVE INTO CODEx: TYRANIDS [HERE](#) WITH TYRANIDS FAN JES BICKHAM





## START COLLECTING! TYRANIDS

There's a new Start Collecting! box on the shelves and this one is packed full of Tyranids ready to devour all that stand before them.

Inside this all-plastic set you'll find eight Genestealers, a Genestealer Broodlord and a Trygon – a swift and deadly start to a Tyranid force. The Genestealers come with a range of modelling options, including 16 heads, giving you loads of variety as to which ones to pick for your models. You can even use them to represent the acid maw and

flesh hooks biomorphs, both of which have rules in the new codex. Other options include additional chitinous plates that can be used to represent the Genestealers' extended carapaces and rending claws that can shred even the heaviest armour with ease. The Trygon, meanwhile, can alternatively be built as a Mawloc. Both are tunnelling beasts, the Mawloc enabling you to make repeated underground strikes on the enemy, while the Trygon can create a tunnel for your Genestealers to arrive through.

## TACTICA: TYRANIDS

With a new codex out, we thought we'd share some sage tactical advice with you, not only on how to use your Tyranids, but how to fight against them should you encounter them on the battlefield.

### FACTION

### IF YOU'RE USING TYRANIDS

Space Marines	☠ Power armour is hard to crack with bio-guns, but many of the bigger Tyranids have AP-3 in close combat – perfect for dealing with Space Marines.
Grey Knights	The Hive Mind power Psychic Scream is great against Space Marines in general as it causes mortal wounds, but it can also strip Grey Knights of their psychic powers.
Astra Militarum	☠ Use infiltrating units such as Lictors to engage the enemy and prevent them from shooting. Aim for quantity of attacks over weapons that inflict multiple damage.
Adeptus Mechanicus	☠ Get into combat fast but avoid Skitarii Vanguard and Kastelan Robots. Consider the Synaptic Lynchpin warlord trait to avoid taking too many morale tests.
Imperial Knights	☠ Surround Imperial Knights and get into combat with them quickly with any units to strip them of their shooting. The Paroxysm psychic power will ensure they fight last in combat.
Chaos Space Marines	☠ Use long-range firepower and flying units like the Harpy to target cult troops such as Rubric Marines. Use Call the Brood to summon more Genestealers.
Chaos Daemons	☠ Get within 18" of enemy psykers to try and nullify their psychic powers. Use small Tyranids to take on lesser Daemons and big ones for Greater Daemons.
T'au	☠ Don't risk long charges with small units – you may get shot to bits and not even reach combat. Use the Adrenaline Surge stratagem to kill battlesuits before they fly away.
Orks	☠ Ranged bio-weapons that fire lots of shots such as the fleshborer hive, bioelectric pulse and acid spray can easily wipe out lightly armoured Ork Boyz.
Craftworld Aeldari	☠ Kill the psykers first where possible to prevent a barrage of mortal wounds on your big creatures. Try to hold up large wraith constructs with large, expendable units of Gaunts.
Drukhari	☠ Use the Metabolic Overdrive stratagem to advance fast and hem the Drukhari in. Use rapid-firing weapons over high-strength ones.
Necrons	☠ Use multiple units to wholly destroy one Necron unit at a time and prevent them from reanimating. Shoot Heavy Destroyers and Destroyers as early as possible.

### IF YOU'RE FIGHTING TYRANIDS

☠ Avoid combat unless you can wipe out the enemy on the charge. Keep your Captains and Lieutenants near your battleline units to ensure maximum accuracy.
Nemesis force weapons can do a great deal of damage in combat. Try to avoid the smaller Tyranid creatures and aim to charge the larger ones.
☠ Always shoot the big ones with your big guns! Use damaged vehicles to charge units of smaller Tyranids to either hold them up or force them to retreat.
☠ Concentrate firepower and use the Benediction of the Omnissiah canticle to cause damage at range. Use Shroudpsalm when the Tyranids are within 18".
☠ Avoid combat unless you can guarantee a kill on the charge. Consider keeping units close together so the Tyranids may end up charging multiple Knights and losing the fight.
☠ Khorne Berzerkers plus the Fury of Khorne stratagem will make mincemeat of lesser Tyranids. Use Thousand Sons (and their AP-2 guns) against the larger beasts.
☠ Use Plaguebearers to accept charges and Bloodletters to deliver them. Summon new units behind the enemy to prevent their faster units from manoeuvring.
☠ Always disengage from combat. Battlesuits can fly so they can still shoot when they do. Retreat so that you are within 6" of a friendly unit to benefit from For the Greater Good.
☠ Shoot the little ones. Ork shooting should be able to kill off the smaller Tyranid creatures, leaving the big ones for you to hit with choppas and power claws.
☠ Use the Crimson Hunter to kill off key synapse creatures. Use Battle Focus to keep out of combat and Farseers to Doom enemy units.
☠ Dark lances and blasters should be able to deal with most larger Tyranid creatures before they reach you. Use Raiders as mobile gun platforms for Kabalite Warriors.
☠ Use your heroes to hunt down their characters – if you can't kill them you'll certainly hold them up. Use Deathmarks to hunt down Zoanthropes.





# PLANET WARHAMMER

## RETURN OF THE AELDARI

Long before the coming of man the Aeldari ruled the galaxy, yet their race was almost wiped out by a tragedy of their own making. Now the craftworld armies fight for survival, a shimmering host of exceptional warriors, deadly war machines and powerful psykers.

### CODEX: CRAFTWORLDS

Though the Aeldari race was almost destroyed during the Fall, many billions of Aeldari managed to escape the cataclysm on craftworlds – colossal starships from which they now wage their wars against the galaxy's lesser races.

This mighty 128-page tome includes everything you need to know to get you started down the Path of the Aeldari. Inside you'll find an extensive background section all about the Aeldari race and the Fall that led to its devastation, plus detailed descriptions of the five major craftworlds – Ulthwé, Iyanden, Alaitoc, Saim-Hann and Biel-Tan. The timeline has also been updated with the events of the Gathering Storm, including the Fracture of Biel-Tan and the exile of Eldrad Ulthran. The back end of the codex includes a wealth of gaming material: rules for all the craftworld Aeldari units, warlord traits, stratagems, Craftworld Attributes for the five major craftworlds and new tactical objectives. The codex is also available as a collector's edition for the most die-hard Aeldari fans.



### START COLLECTING! CRAFTWORLDS

The craftworld Aeldari are swift and merciless fighters, using superior technology and their mastery of psychic powers to annihilate the foe. This set is a great way to start a Craftworlds collection and contains some of the Aeldari's most deadly units – ghost warriors. There are six in the box – five Wraithguard and a Wraithlord – plus a War Walker and a Farseer to lead them all into battle. The Wraithguard can be built carrying wraithcannons or d-scythes. Alternatively, they can be built as Wraithblades, armed with either a pair of ghostswords or a ghostaxe and a force shield. The Wraithlord – their kindred spirit – also comes with a wide range of weapons, including a ghostglaive, shuriken cannon, missile launcher, bright lance, scatter laser and star cannon. The War Walker has the same guns on its frame, meaning they can be swapped between the two kits. The Farseer rounding out the force is a potent psyker that can enhance his warriors' abilities or obliterate enemy units with his mind.





## CODEX: CRAFTWORLDS DESIGNERS' NOTES

**Want to know what goes into creating a new codex? We did, so we sat down with Games Designers Robin Cruddace and Jervis Johnson to ask them about Codex: Craftworlds.**

**Jervis Johnson:** The craftworld Aeldari are one of the longest-standing armies in Warhammer 40,000, so the background section was great fun for us to work on. We didn't just take the text from the last codex but looked through all of them, right back to the earliest mentions of the Aeldari, and brought all their background up to date, including the events of the Gathering Storm in which the Aeldari had a huge role to play. It's amazing how much background there is for them and it really helped inform the choices we made for how the army worked on the battlefield, particularly when it came to the differences between the major craftworlds.

**Robin Cruddace:** The big five – Alaitoc, Iyanden, Biel-Tan, Saim-Hann and Ulthwé – were our starting points for the codex. We looked at their personalities, styles of warfare, heroes, weapons and so on and plotted them all on a big matrix. Then we started working out what would work well as craftworld special rules – called Craftworld Attributes – and what would be better as warlord traits, tactical objectives or stratagems.

**Jervis:** As an example, Craftworld Saim-Hann are all about their Wild Rider Hosts – that's been a big thing about their background for years – forever, really! So we looked at ways to reward people who built an army around fast-moving jetbikes and aggressive assaults. That's the Craftworld Attribute, which applies to every model in the army – it's something inherent to the people of that craftworld. Alaitoc's inhabitants benefit from camouflaged capes, Iyanden's Ghost Warriors are almost impossible to break, Biel-Tan's Aspect Warriors are more deadly and so on.

**Robin:** The warlord traits then back up those attributes, adding another level of depth to the army. The warlords are the personality of the force, really, exemplified through their traits. So Saim-Hann warlords get bonuses when fighting other characters in combat, for example, while Ulthwé leaders give you extra command points throughout the game as they read the fates of battle.

**Jervis:** Stratagems add even more to each craftworld's style of play. There are 28 in the book, with one specific one for each craftworld. To continue the Saim-Hann example, their stratagem – Warriors of the Raging Winds – enables them to make lightning assaults. I can certainly see this stratagem being used every turn if you're a Saim-Hann player. I reckon that Craftworlds players will probably find three or four stratagems they'll want to use in every game, plus a few they will probably tailor to their opponent depending on their army and tactics. Then there are those rare stratagems that most people will never use except for that one time when it might win them the game. There's an element of system mastery to all this – you must walk the Path of the Gamer!

**Robin:** Of all the armies we've worked on so far for the new game, the Aeldari were certainly the trickiest because of how many factors there are involved in their rules. They're not all power-armoured warriors, for example – they have their core troops, jetbikers, wraith constructs (small, medium and huge), Aspect Warriors all with different abilities and loads of psykers. Our playtesters helped us out a lot to make sure we got the balance for the army just right. You could say that no soulstone was left unturned in the creation of this codex!







# PLANET WARHAMMER

## ELDRAD ULTHRAN

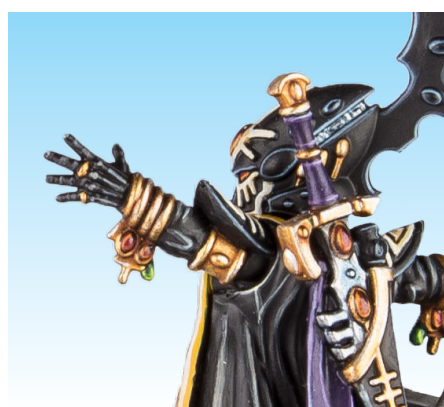
Eldrad Ulthran is one of the greatest Farseers to ever walk the stars. With a gesture he can doom an enemy to a violent death or gift his followers with a portion of his foresight, protecting them from harm. His talent at manipulating the strands of fate ensured that Ynnead, the God of the Dead, was born, possibly saving the Aeldari race from a ghastly demise. Yet many on Craftworld Ulthwé denounced the ancient Farseer for his actions, deeming them reckless and undemocratic. Now he lives the life of the exile, shunned by his peers, though still admired by many Aeldari.

Previously only available in the Death Masque boxed set, this plastic miniature of Eldrad Ulthran is now available separately – the perfect addition to a Craftworlds army. He wears the rune armour and robed raiment of a Farseer, his crested ghosthelm a symbol of his esteemed rank. In one hand Eldrad carries the Staff of Ulthamar, a potent psychic conduit draped with runic charms and spiritstones, while in a scabbard on his back he carries a deadly witchblade.



Eldrad comes with two options for his left arm – one has its hand outstretched as if casting a psychic power (see left), the other carries his witchblade raised aloft as though commanding his followers forward (1).

Eldrad's cape flows around his staff and scabbard, inside which can just be glimpsed his witchblade (2). The scabbard is optional, so if you build him holding his sword, you can leave the scabbard off (and save it for a future conversion).



1



2

## DATA CARDS: CRAFTWORLDS

Collecting a Craftworlds army? Then make sure you pick up a set of Datacards for them. This pack contains 78 cards including tactical objectives, stratagems and psychic powers. The 36 tactical objectives cards include six exclusive Eldar objectives, while the 13 psychic powers include the Runes of Battle and Runes of Fate disciplines from the codex along with the core power Smite. The 26 stratagem cards (including one each for the five primary craftworlds) are a handy in-game reminder not to forget your command points!



### ELDAR ASPECT WARRIOR DICE

Most new releases are accompanied by a pack of special dice to mark the occasion and the craftworld Aeldari are no exception. Well, apart from the fact that there isn't one set of exclusive dice for the craftworlders – there are six! There are dice sets for Striking Scorpions, Howling Banshees, Swooping Hawks, Dire Avengers, Fire Dragons and Dark Reapers. The 20 dice in each set are cast in the traditional colours of their Aspect shrine and feature the relevant Aspect symbol on them.





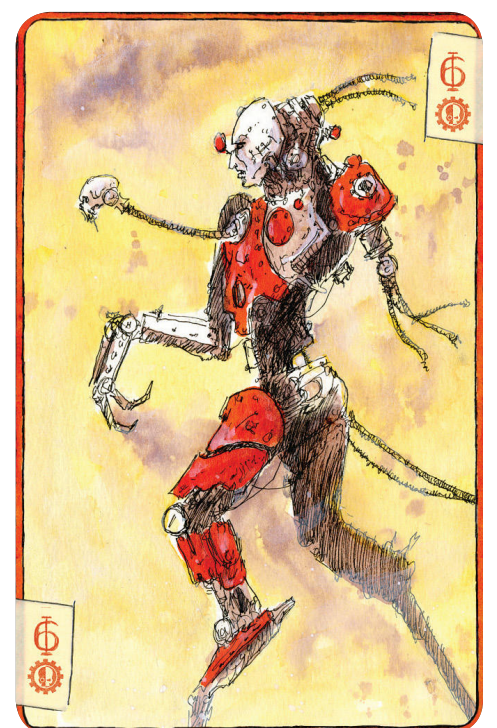
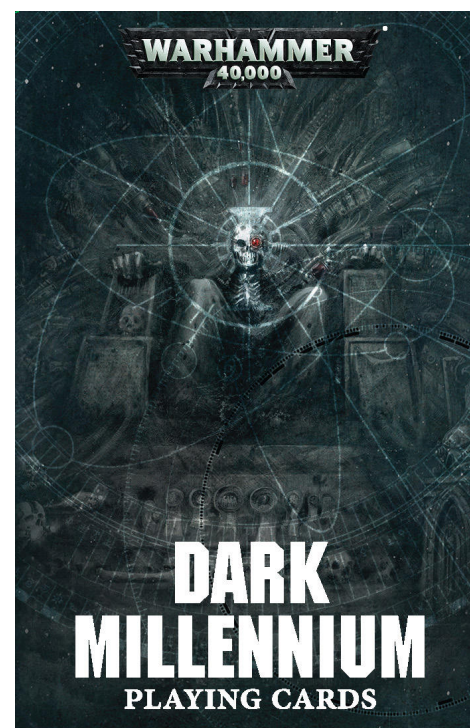
## WARHAMMER QUEST: CHAOS ADVERSARY CARDS

“We want more Chaos minions to fight!” That’s what the Studio heard from keen fans of Warhammer Quest. Well, ask and ye shall receive! This pack contains 41 Chaos Adversary cards for use in both Silver Tower and Shadows Over Hammerhal, giving you more evil minions and dastardly villains to fight on your quests. The 41 double-sided cards include rules for Nurglings, Skaven Clanrats, Bloodreavers, Bloodletters, Chaos Warriors, Marauders and more besides. Some of these adversaries are in the original games (these are just useful cards for them) while the rest can be fielded as Exotic Adversaries. The units’ abilities are featured on one side of the card, with their behaviour table shown on the reverse. Also introduced in this pack are Mighty Adversaries such as Chaos Lords and Grey Seers, the rules for which can be found in this set.



## DARK MILLENNIUM PLAYING CARDS

It’s what you’ve always wanted to find in your Christmas stocking – a set of playing cards featuring iconic John Blanche artwork. This 54-card set includes 53 unique designs (the two Jokers are the same) based on classic Warhammer 40,000 imagery. The Imperial and Adeptus Mechanicus suits both feature illustrations of Imperial servants, while the Chaos and Xenos suits show humans wearing masks as if they were in a masquerade ball.



## FIVE THINGS WE LOVE IN... NOVEMBER

**3** Painting guides! This issue features stage-by-stage painting guides for both Escher and Goliath gangers, plus tips on painting skin tones. But that’s not all because, to celebrate the release of Codex: Craftworlds, we’ve also got painting guides for Dire Avenger Aspect Warriors, Craftworld Ulthwé Guardians and Saim-Hann Windriders and Warlocks.





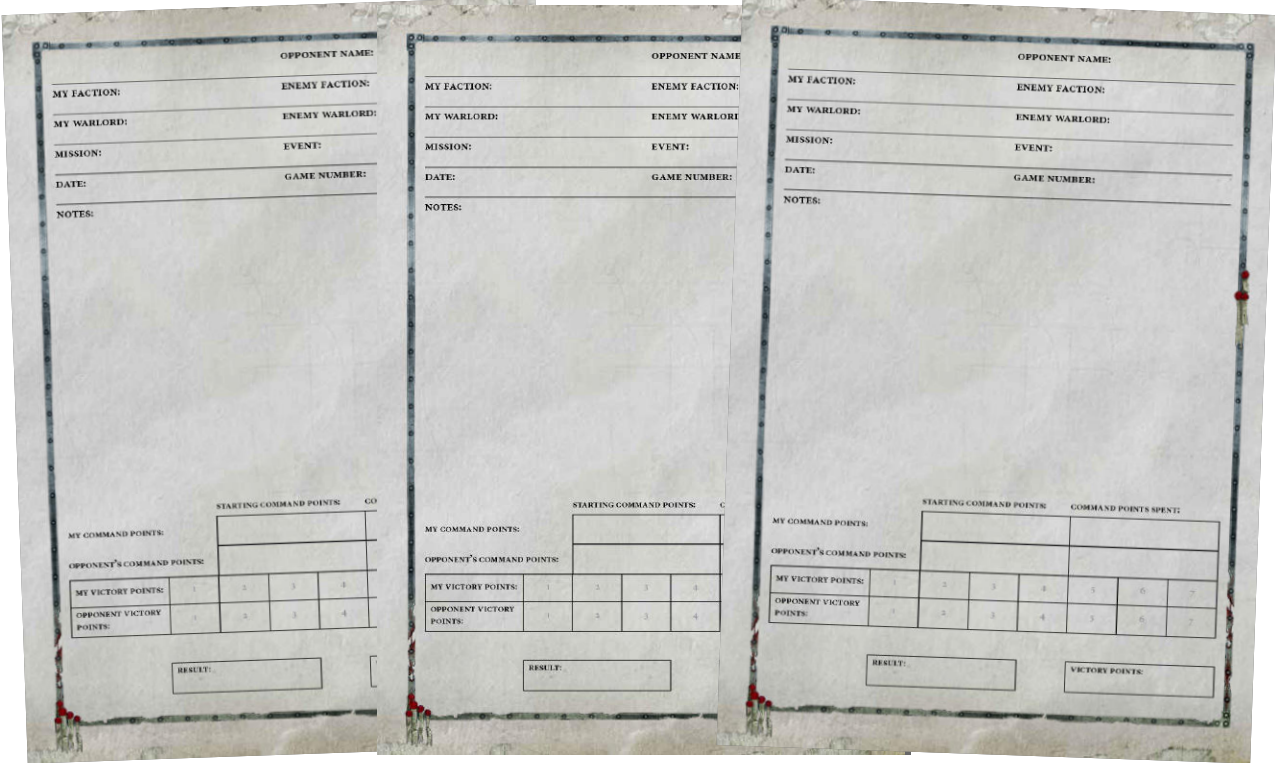
# PLANET WARHAMMER

## WARHAMMER 40,000 BATTLE JOURNAL



It's always useful to have a notebook on hand when you're playing a game, whether you're keeping track of victory points and objectives, noting down memorable events for posterity (like that time Big Mek Buzzkill punched a Stormraven out of the sky) or recording useful tactical findings (T'au Battlesuits can fly, so they can disengage from combat and still shoot – remember this next time you

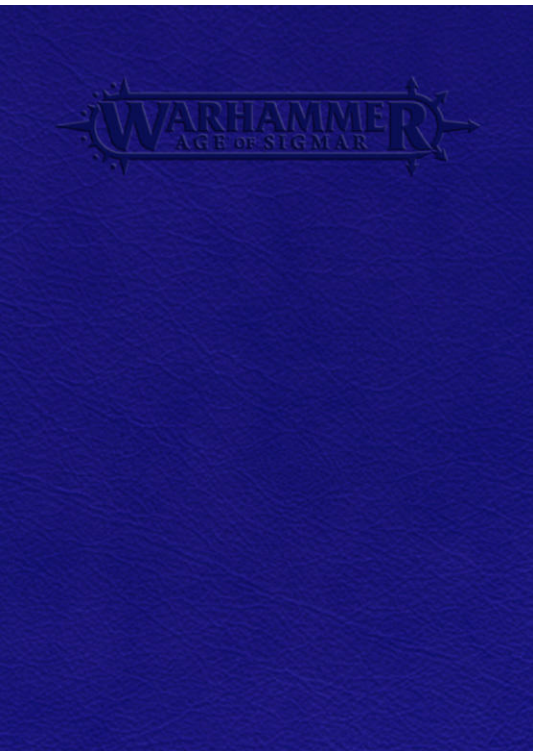
fight Dave!). The Warhammer 40,000 Battle Journal contains 200 double-sided pages for recording your battles, each one laid out with boxes to write your faction and warlord in, your opponent's name, what event you're playing in, how many command points you have and how many you've spent, plus a nice big space in the middle for note-taking and doodles.



## WARHAMMER AGE OF SIGMAR BATTLE JOURNAL

What's this, there's a Warhammer Age of Sigmar Battle Journal available, too? Well, of course, because those Sigmarites really don't like sharing their notepads with futuristic space warriors. Like the Warhammer 40,000 version, this Battle Journal contains 200 double-sided pages on which to record your glorious battlefield victories, humiliating defeats and anything in between, with ample

space to include a few notes on how the battle went. You could even write your army list in the middle of the pad to keep everything in one place. The bottom of each page features a turn tracker and victory points score box, both of which are useful during a game. At the very least it means you don't have to keep a dice on the sidelines to record the score!







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# PLANET WARHAMMER

## HOBBY SUPPLY DROP

Our expert hobbymancers have been hard at work creating new labour-saving tools to make painting easier than it's ever been before – as well as putting together new iterations of classic tools and lots new bundle paint sets, just in time for Christmas.

### CITADEL PAINTING HANDLE

There's always been the danger, while painting your miniatures, of inadvertently smudging the paint while it dries or making a mess of the model with paint-splattered fingers. The Citadel Painting Handle deals with the problem straight away by making sure you never need to touch a model while you're painting it – you only need to take it off the handle when your model is dry (and you've made sure your hands aren't mucky).

The spring clasp can securely hold onto 25mm, 32mm and 40mm bases, so there's no chance of a model falling off the handle mid-painting, and the ergonomic handle neatly deals with the hand cramps you may get from clutching onto tiny bases for hours at a time. It's such a useful device, it's a must for every painter's toolkit.



### CITADEL GREEN TAPE MEASURE

Along with the humble D6, tape measures are a vital part of almost all our games – after all, how else are you going to measure weapon ranges?

The classic Citadel tape measure returns this month – with a brand-new Death Guard Green hue. It measures in both inches and centimetres, and goes up to 10' or three metres – perfect for Astra Militarum artillery commanders eager to try out their Basilisk earthshaker cannons at half range.





## CITADEL PAINTING MAT

This bendy new painting mat is the perfect piece of kit for painters on the move or those of you concerned about spillage over your precious dining room table (as you should all be).

The edges of the mat are raised, so should you inadvertently knock over a pot of Shade or paint, the spill won't spread over any easily stained surfaces. And as the mat's made of bendy silicon, it's a breeze to clean with some warm water after you've finished painting.



## CITADEL WATER POT

An old painter's favourite returns this month – the classic Citadel Water Pot!

With a simple, effective design, it holds water to clean your brushes in, so no more accidentally mistaking that dirty old mug full of paint water for your nice cup of tea while you're painting. There's even six handy grooves in the detachable black plastic lid, so you can stick a brush head-first in the water without it touching the bottom of the water pot – so there's almost no danger of you bending your bristles.



### FIVE THINGS WE LOVE IN... NOVEMBER

**2** **Battle Companies!** The latest supplement for *The Hobbit: An Unexpected Journey™* Strategy Battle Game brings a classic way of playing bang up to date, letting you take command of small warbands of intrepid heroes or dastardly villains – Middle-earth™ maestros Adam Troke and Jay Clare talk about the book [here](#) and even show off some White Dwarf-exclusive rules.

### PAINT SETS GALORE

With the Christmas season rapidly approaching, there's an absolute plethora of new paint bundles coming out for hobbyists of all stripes.

There's the Citadel Air Paint bundle (all 52 Air paints), Base & Effects bundle (11 Texture paints, Warhammer 40,000 and Warhammer Age of Sigmar Hero bases and Middenland Tufts), Base & Shade bundle (37 Base paints and 15 Shade paints), Citadel Project Paint set (eight Shade paints, 11 Base paints, 10 Dry paints) and a Layer Paint set (76 Layer paints).

What's more, each set comes in a custom Golden Demon plastic case, with plastic trays to keep your paints secure. They're ideal gifts for yourself or for the hobbyist in your life.







# PLANET WARHAMMER

## PROMETHIUM REFINERY

Promethium is the lifeblood of the Imperium, driving the great engines of industry that power the Imperial war machine. Mined, pumped or siphoned from a variety of sources, it's finally transformed into a useful form in refineries across the galaxy. As such, these sites are a frequent strategic chokepoint in battles for control of forge worlds and hive worlds.

This box is absolutely loaded with terrain to kick off a new Sector Mechanicus terrain collection or to supplement an existing set of gaming scenery for Warhammer 40,000 or Necromunda, including a large central silo (as seen in the Ferratonic Furnance kit), a dome and stacks (as see in the Alchomite Stack set) and loads of platforms and walkways, allowing you to build the Promethium Refinery or any other type of industrial building you can come up with.

## THERMIC PLASMA CONDUITS

Delivering plasma the Imperium over, Thermic Plasma Conduits are a new set of pipelines that is fully compatible with the Sector Mechanicus scenery range. There are even rules in the box for use in your games of Warhammer 40,000.

What's more, the 'feet' of the pipes are separate, stacking parts – so your pipelines can be horizontal or stacked vertically, giving you great racks of conduits.

## THERMIC PLASMA REGULATORS

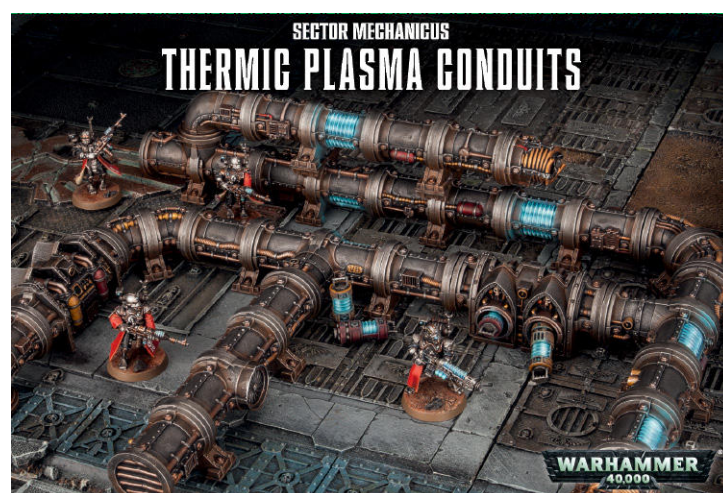
The last thing you want on the battlefield is unregulated plasma – even if it's the non-weapons-grade thermic variety.

This set includes a pair of Thermic Plasma Regulators, which fit in perfectly with the above Thermic Plasma Conduits and the rest of the Sector Mechanicus scenery range.

## STC RYZA-PATTERN RUINS

If you want even more ruins from the Realm of Battle: Moonbase Klaisus set, you can now get them by themselves. The set is full of lots of great push-fit ruins that don't even need glue.

This entire set is also fully compatible with the Sector Mechanicus range, so you can create some truly amazing battlefields combining everything. They're perfect for Necromunda too, if you want to expand your underhive battlefields.



CLICK [HERE](#) TO SEE A BOARD BEING BUILT WITH ALL THE SECTOR MECHANICUS SETS



## CITADEL OF THE EVERCHOSEN

If you've wanted to build the Chaos Fortress of your darkest nightmares, well, this is the set for you – this absolute beast of a terrain set includes 84 sprues placed inside the biggest box the aelfs in the factory could possibly get hold of. You get no less than eight Skull Keeps, two Malefic Gates, eight Fortress Walls, four sets of stairs, four skull balconies and eight walkways letting you build a titanic citadel in the shape of the Chaos Star.



## FIVE THINGS WE LOVE IN... NOVEMBER

**1** Necromunda! The classic Warhammer 40,000 skirmish game has been given a brand-new edition, with brand-new rules and brand-new miniatures. Dan picked the brains of the designers behind both game and models [here](#). Not au fait with the most infamous hive world in the Imperium? We've got a whistle-stop guide to the world of Necromunda [here](#).

## RUINS OF ELIXIA

If your Warhammer Age of Sigmar battlefield is looking a little sparse and you want to bring some life to your Shattered Dominion Realm of Battle, this cracking boxed set is a great starting point for a terrain collection or a great expansion if you want to build on your existing Warhammer Age of Sigmar terrain collection.

Inside this box you'll find a pair of Baleful Realmgates, a Dragonfate Dais, a Numinous Occulum and a Ophidian Archway.



## OUTPOST PYTHOS IV

The Imperium has colonies and frontier worlds scattered all across the galaxy – worlds where a prefabricated Imperial bastion is the only redoubt that colonists can rely on to protect them from ravaging alien wildlife and ambulatory, carnivorous (and possibly sentient) flora.

The Outpost Pythos IV box contains an Imperial Bastion and one set each of Munitorum Armoured Containers, Eldritch Ruins, Barbed Venomgorse, Shardwrack Spines and Grappleweed.



## HIVE SHIELD

Protecting hive cities even from the most punishing of bombardments, these vital battlefield assets are powered by the blood of martyrs mixed with refined promethium.

The Hive Shield box includes two Void Shield Generators, a set of the new Thermic Plasma Conduits and a set of two Haemotrope Reactors – it's a great box to bulk out your Warhammer 40,000 terrain collection or to add some suitably industrial pieces to your Necromunda underhive.







# 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 look at a very large Space Marine tank and a new book for the Middle-earth™ Strategy Battle Game.



The Astraeus shares several design elements with the Repulsor transport tank, including the angled grav-plates around the hull and the banks of thrusters at the rear. Its turret and hull, however, are similar in look to the Sicaran battle tank, suggesting the Astraeus might be a hybrid of the two...

### 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)



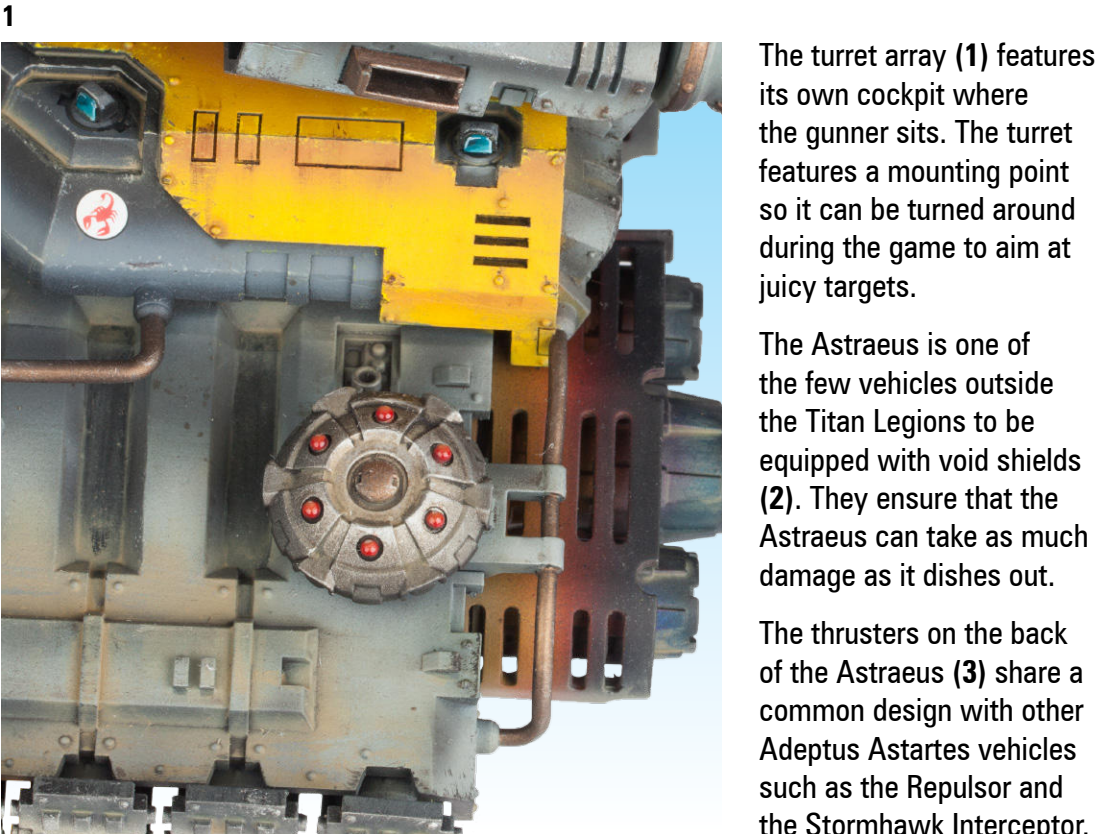
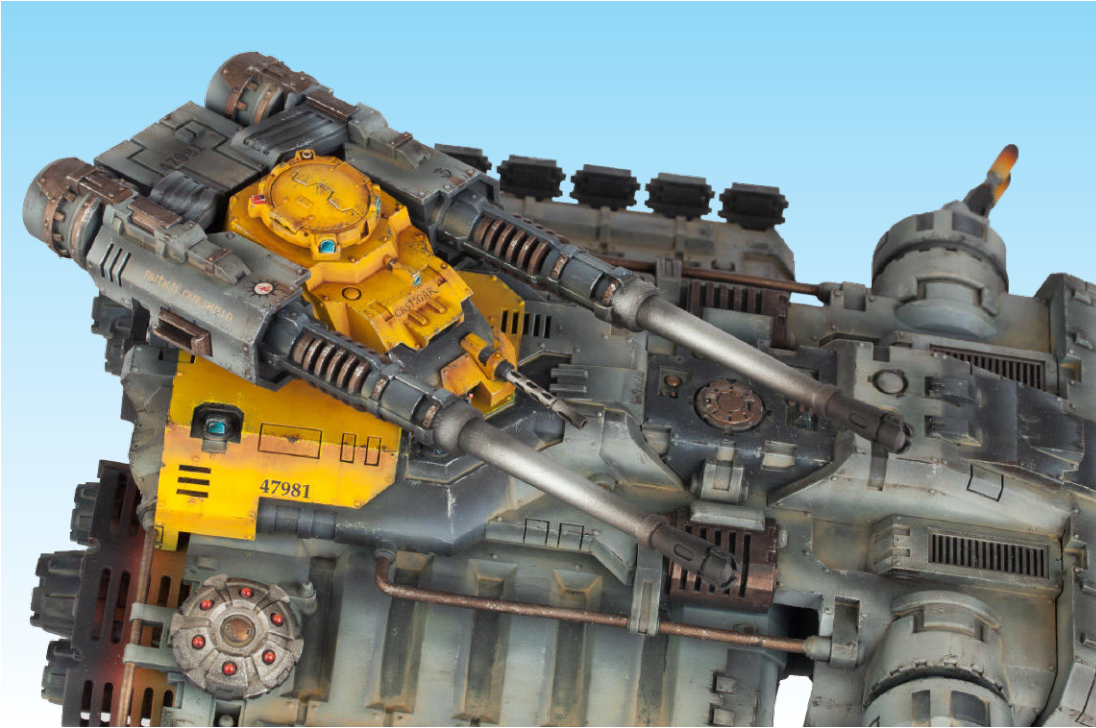
## ASTRAEUS SUPER-HEAVY ASSAULT TANK

The Astraeus is a grav-tank much like the Repulsor used to transport Primaris Space Marines into battle. Unlike the Repulsor, however, the Astraeus is not a transport vehicle but a colossal battle tank armed with the most advanced weaponry and equipment the Adeptus Astartes can field. Using anti-grav technology, the Astraeus hovers menacingly above the battlefield, compacting rubble and foliage beneath it as it advances, the force field projected by its grav-plates more than capable of shattering bones or buckling armour. Its role is simple – to shatter the enemy's defences, obliterate their most valuable war assets and create a breach in their battleline that the Space Marines can exploit. Only a few of these tanks have been manufactured so far, but it's reckoned their usage will soon become more widespread.

The Astraeus is a huge resin kit measuring just over 12" from its prow grav-plates to its thruster arrays and 9" across the width of its hull. It is equipped with an arsenal of deadly weapons, from the heavy bolters mounted in the hull (which can be swapped for a pair of lascannons) to the sponson-mounted las-rippers (which can be exchanged for plasma eradicators). A storm bolter and an ironhail heavy stubber also come in the kit as defensive weapons.

By far the most impressive guns on the Astraeus, though, are the Mezoa Pattern 'Drake's Fang' macro-accelerator cannons mounted in the turret. Using electrically charged magnetic relays they can accelerate their ferro-carbide ammunition to hypersonic speeds, enabling the Astraeus to take on even the most heavily armoured foes.





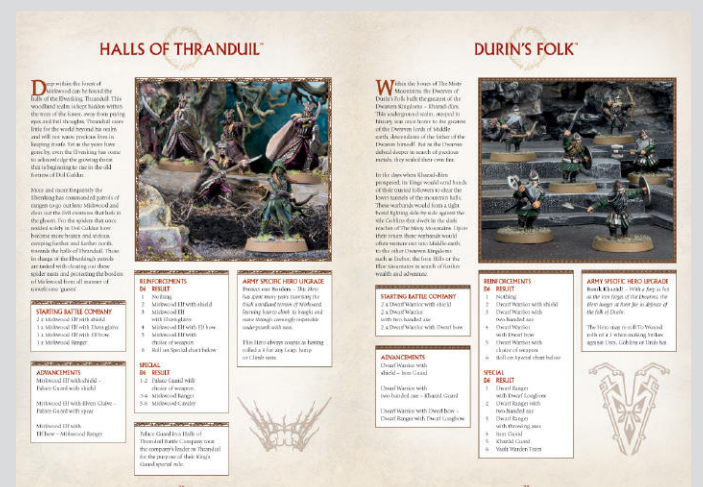
The turret array (1) features its own cockpit where the gunner sits. The turret features a mounting point so it can be turned around during the game to aim at juicy targets.

The Astraeus is one of the few vehicles outside the Titan Legions to be equipped with void shields (2). They ensure that the Astraeus can take as much damage as it dishes out.

The thrusters on the back of the Astraeus (3) share a common design with other Adeptus Astartes vehicles such as the Repulsor and the Stormhawk Interceptor.

## MIDDLE-EARTH™ STRATEGY BATTLE GAME: BATTLE COMPANIES

If you've played *The Lord of the Rings™* and *The Hobbit: An Unexpected Journey™* Strategy Battle Game, then you may well have heard of Battle Companies – a fast-paced version of the game that pits small warbands of warriors against each other in a series of linked battles. Originally featured as a run of articles in *White Dwarf* many years ago, *Middle-earth™* Strategy Battle Game: Battle Companies brings together all the rules for creating a battle company, playing scenarios, gaining experience and earning new wargear and presents them in this 80-page hardback book. Whether you're a seasoned veteran of the *Middle-earth™* Strategy Battle Game or looking to get into it, *Battle Companies* is a great way to play. You can read more about it [here](#).







# 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 have huge news - two of our favourite Space Marine war machines can now be fielded in World of Tanks Blitz!



## WORLD OF TANKS BLITZ





## WORLD OF TANKS BLITZ

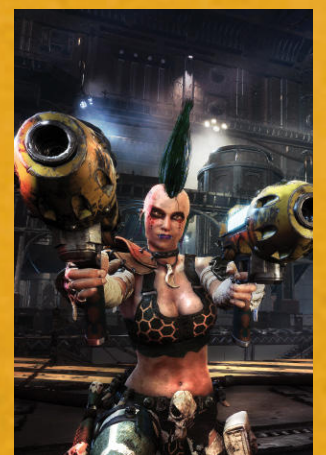
By now you must have heard of World of Tanks Blitz, the fast-paced player-versus-player video game that pits you, your tank, your mates and their tanks against millions of other tank commanders from around the world. The great news is that two more tanks have been added to World of Tanks Blitz for their annual Halloween event and they're ones you're likely to recognise – the Vindicator and the Predator. Space Marine tanks don't have quite the same degree of camouflage as an M4 Sherman or a Jagdpanther, but they'll dazzle the enemy instead with their bright, know-no-fear Chapter colours. And rightly so, for Space Marines do not hide behind bushes and fences – they engage the enemy with righteous fury and overwhelming faith in the Emperor. The Vindicator, as you'd expect, is not the fastest mover, but its wide-bore hull-mounted siege

cannon can cause critical damage to enemy vehicles (it's akin to the firepower of the T95). If you're commanding a light tank, don't park in front of it is all we're saying! The Predator is more of a medium tank and features a turret-mounted autocannon that enables it to churn out an impressive amount of armour-piercing firepower.

World of Tanks Blitz is available to download for free from the App Store, Google Play, Windows Store, Mac App Store and Steam for a wide range of devices. The Vindicator and Predator have been available as rewards for in-game activities over the Halloween period, and they're also currently available to all players as in-game purchases from the Premium Shop until the end of the event on 7 November – check out [wotblitz.com](http://wotblitz.com) for more details.

### NECROMUNDA: UNDERHIVE WARS

What's that, you've not had enough Necromunda yet this issue? Well, Rogue Factor, who developed the strategy RPG Mordheim: City of the Damned, are bringing their expertise to the underhive. The game has been developed alongside the tabletop version and will be out in 2018.



Is it a Citadel miniature? No, it's the 3D digital skin for the Vindicator in World of Tanks Blitz.

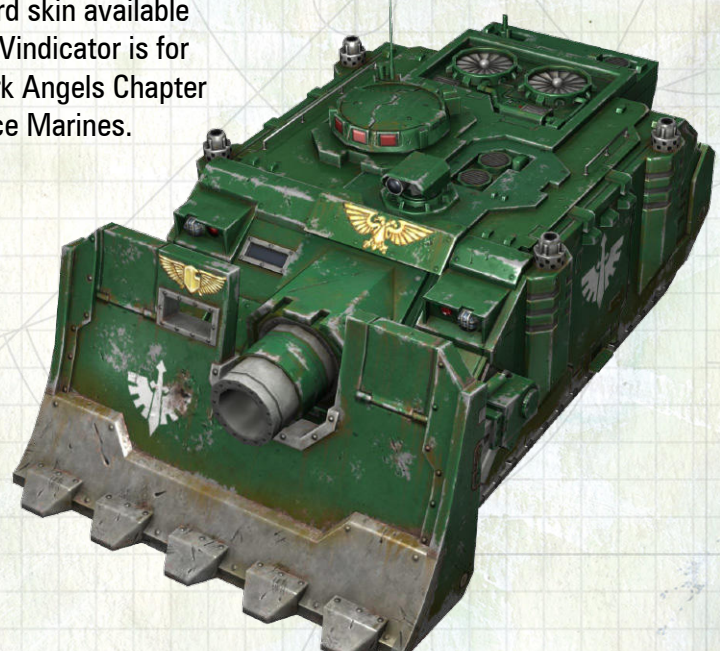


As you can see, it looks just like the model. This tank bears the livery of the Ultramarines.

Who needs camouflage when you can have a bright yellow Imperial Fists tank?



The third skin available for the Vindicator is for the Dark Angels Chapter of Space Marines.







# 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, we travel the skies of the Mortal Realms, witness the devastation of Baal and chat with C L Werner.

### FEATURED BOOK

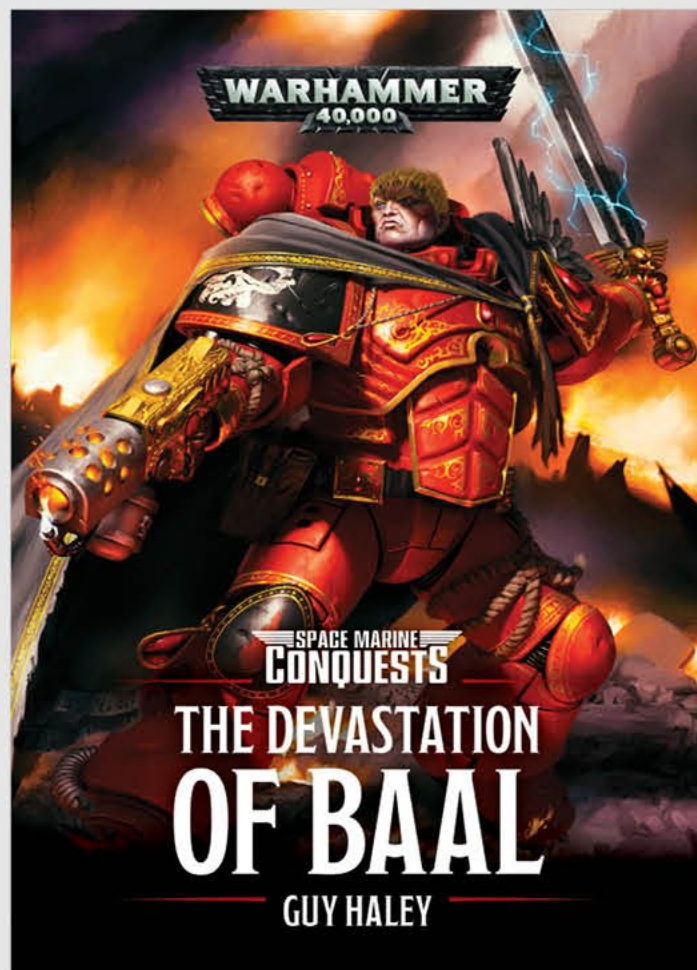
## SPACE MARINE CONQUESTS: DEVASTATION OF BAAL

By Guy Haley | Hardback | 512 pages | 25 Nov

Guy Haley kicks off the new Space Marine Conquests series with a battle that could be seen as anything but – the Devastation of Baal.

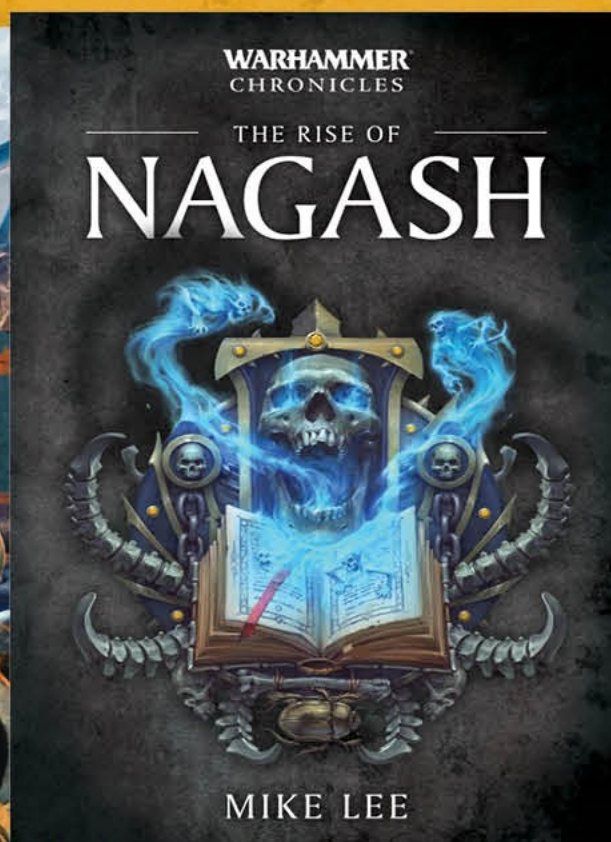
All that stands between the greater Imperium and the largest tendril of the Tyranid Hive Fleet Leviathan ever encountered is Baal, home world of the Blood Angels Chapter. Commander Dante, Chapter Master, has called upon all the successor Chapters of the Blood Angels to

aid the birth world of their primarch in its darkest hour. Now, fully 30,000 Space Marines stand ready to face the extragalactic threat of the Tyranids. But the warrior-forms number in their trillions and each is utterly implacable. As the galaxy is rent apart by the Cicatrix Maledictum, can the Blood Angels stand against the threats arrayed against them? Or will the bloodline of Sanguinius be extinguished forever?



### NEW OMNIBUS EDITIONS!

The mysterious custodians of the Black Library (the one in Nottingham, not the webway) have volumes of lore stretching across the 41st Millennium, the Mortal Realms and the Horus Heresy. With so many stories to tell, they've collected some classic series into omnibus editions – such as The Rise of Nagash by Mike Lee, the collected Deathwatch omnibus by the cream of Black Library's writing talent, and Will McDermott and Gordon Rennie's cracking trilogy of Kal Jerico novels set on Necromunda. If you're looking for some winter reading on these lengthening nights, these weighty tomes should keep you busy!





## THE LAST HUNT

By Robbie MacNiven | Hardback | 320 pages | 4 Nov

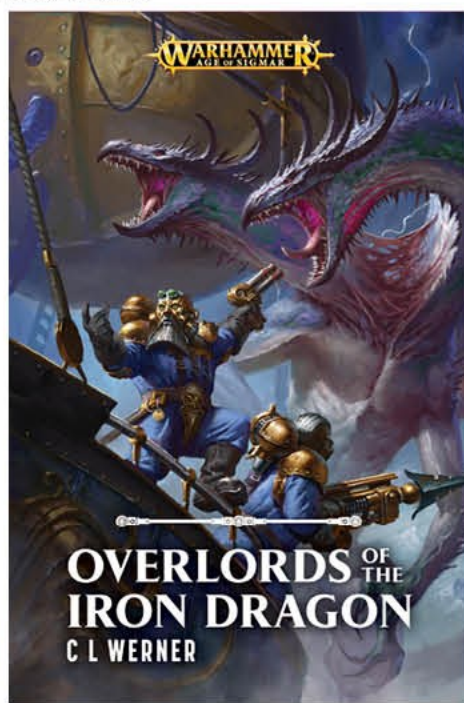
Robbie MacNiven turns his talents to the storied White Scars Chapter this month, spinning a tale of the sons of Chogoris facing the ravaging hordes of Hive Fleet Leviathan. A recruiting world of the Chapter has come under attack by the Tyranids but the invasion is not what it seems... Aid unlooked for arrives, but at what cost? The efforts of the White Scars are thwarted by mysterious enemies, and their mission seems impossible without outside help – are darker forces at work?



## OVERLORDS OF THE IRON DRAGON

By C L Werner | Hardback | 272 pages | 18 Nov

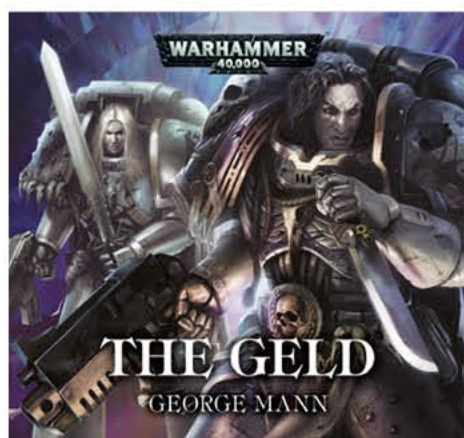
C L Werner tells a tale of the Kharadron Overlords, rip-roaring aerial adventure and sky-high warfare – the crew of the Iron Dragon have been on a run of bad luck in recent months, but chasing the wreckage of a rival sky-port's fleet they find a source of aether-gold that could change their fortunes and leave them all rich as Admirals. But as Grungni gives, he takes away, and the true cost of this bounty may be far too high for Captain Brokrinn and his doughty duardin crew to pay.



## THE GELD

By George Mann | Audio Drama | 73 minutes | 18 Nov

George Mann returns to spin a new tale of the Raven Guard in a cracking new audio drama with a thread running from the 41st Millennium right back to the tumultuous days of the Horus Heresy. Shadow Captain Qeld is sent on a mission to break a siege led by Mazik the Unfixed – a task that even Qeld may find taxing in spite of his prodigious stealth abilities. But Qeld is not alone – among his allies on this mission is Mordren of the Knights of the Raven. But will the two scions of Corax be able to work together?



## FIVE QUESTIONS

### C L WERNER

C L Werner has spun many tales across the world-that-was, the 41st Millennium and the Mortal Realms. This month sees the release of his latest novel, *Overlords of the Iron Dragon* – one of the first novels to feature the Kharadron Overlords!



**“The Kharadron are more focused on success and profit than honour and ancestry.”**

**1. What was it like bringing the Kharadron Overlords to life on the page?**

They're drastically different to duardin (and dwarfs) – they're far more pragmatic and forward-looking than even the most modern-minded Engineer's Guild member ever was. The Kharadron are more focused on success and profit than honour and ancestry.

**2. You've a fair few novels in the Old World under your belt – how does writing in the Age of Sigmar differ?**

It offers a huge canvas to play with but requires a different kind of storytelling. Indeed, I'd say the hardest part is coming up with a narrative that matches the grand scope of the setting – a universe where you can find castles floating in the middle of a volcano, or cities engulfed entirely in ectoplasm.

**3. Who was your favourite character in *Overlords of the Iron Dragon*?**

Either slippery and conniving Skaggi the logisticator, or the villain of the piece, Khoram the Curseling. I'm usually drawn towards the less savoury characters when I write.

**4. You've had a favourable few forays into the 41st Millennium – any plans of returning to it in the future?**

Warhammer 40,000 is always a real treat to write for and I had a lot of fun with the Cult of the Warmason – so if the right idea came along, I'd gladly give it a go again.

**5. Is there any part of the Age of Sigmar you'd like to turn your pen to?**

Skaven! They were what first drew me into Warhammer and they helped me write some of my best stories for the Old World, so it'd be very satisfying to catch up with the Skaven clans once again.





# CONTACT

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



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

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**THE WHITE DWARF BUNKER**  
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**UNITED KINGDOM**

## THE ULTIMATE MAGAZINE

Hi guys! A few weeks ago I picked up your anniversary issue and I loved it to bits. I will be getting the next issue (June) along with the Warhammer 40,000 starter box at midnight. While I waited for the big day, I looked through the May White Dwarf again and I think there is one thing missing that would make it the Ultimate Warhammer Magazine. I think you should feature a serialised comic. Oh, how much I would love it! There are so many GREAT British (and others, too, of course) artists around that could do it. Please consider this as a possibility (and if you could do a comic about Space Wolves, that would be just the best). Either way, I think your product is great! All the best,

*Bartosz Nowicki,  
via Facebook*

**A serialised comic, you say? Well, we did feature the first instalment of Will of Iron by Titan Comics in White Dwarf a while back, so you never know – we might feature a comic again in the future.**

**In the meantime, check out Will of Iron – it's a great read.**



## ALMOST THE GOLDEN AGE

Hello there. I've been collecting and playing Warhammer for 25 years and I first started collecting White Dwarf around issue 200 – those were some truly classic magazines. This

latest rebrand has created a fantastic set of articles and is nearly a golden age thanks to Blanchitsu, painting guides, readers' models, battle reports with maps, points, in-character storytelling and player feedback depending on the report, new rules for boxed games and so much more. I feel, though, that to get to the truly legendary heights of those older issues, there are still a few little tweaks that could be made.

I know terrain articles have appeared in the mag and Realms of Battle goes a small way towards filling that gap, but veterans of the hobby will likely remember issue 202 and the magnificent crashed spaceship that combined the relatively simple Necromunda bulkheads with an array of odds and ends that would have Blue Peter weeping with jealousy. With the range of kits now available, it would be fantastic to see what could be achieved now.

Secondly, Sprues and Glue is interesting, showing off some nice conversion ideas, but wouldn't it be better to combine that section every now and then with some rules segments? I mean, the Fallen Angels in March's issue were nice, but wouldn't it be great to give people some new rules to play with at the same time? Take the scene from the Call of Archaon novel where Copsys Bule

calls out to "release the Maggoth". Wouldn't it be great to have a Sprues and Glue that shows how to convert an unriden Maggoth for a Nurgle Lord to have as a pet? Khorne Lords get to play with a Slaughterbrute and Tzeentch armies get the Mutilith Vortex Beast and my Nurgle champion would love his own pet. On that note, it was great to see the conversion of Sly Marbo on the Warhammer Community page – that would have been a perfect opportunity to pair up rules with Sprues and Glue. Maybe convert special characters that never got models (or no longer have them) revitalised with a fresh conversion and new rules. It would be great to see.

Lastly, I really miss the little stories, be it a whole page, half page or even just box-outs. They add so much to the game worlds. Anyway, keep up the great work on the magazine and hopefully my comments may help.

*Daniel Grundy, Maldon, UK*

**That's quite a letter, Daniel, it looks like you've been thinking about this for a while! We love all your ideas and, would you believe it, some of them are already being planned. You might even have seen our character conversion article a couple of issues ago, which seems like the kind of thing you've been hoping for. We're also planning more terrain features as they're one of the most popular requests. Stories in White Dwarf? Well, there's a whole Black Library full of great stories to choose from, but we're sure there'll be fiction in White Dwarf now and again.**





## WARHAMMER FEST!

Hi, Games Workshop and the White Dwarf team.

I just wanted to say a massive well done and thank you for putting on such a wonderful event at this year's Warhammer Fest. I attended on the Saturday with my partner and we both thoroughly enjoyed ourselves, from exciting new titbits at the seminars, to joining in the games, and seeing all the fantastic dioramas, there was something for everyone! My other half knows absolutely nothing about the hobby (other than that I seem to spend a lot of time painting small plastic spacemen), but all of the enthusiastic staff made sure it was engaging for both of us. As an aspiring sci-fi/fantasy author, she particularly enjoyed the Black Library seminar, and we both loved playing the demo game of Warhammer 40,000, though Nurgle didn't particularly bless my dice rolls... To finish our day, we built 'The Last Stand of Sergeant Bill' in the bitz box challenge, which my partner is now planning on painting as her first model. I'm sure we'll both be back next year and we're already looking forward to it!

**Charlie Baxter, Cheltenham, UK**



Hey, Charlie. It's great to hear that you enjoyed Warhammer Fest – we know we certainly did. It sounds like you got a lot out of the day, though you might have to make better offerings to Nurgle to gain his favour in the future. A stinky sock is always a good start. Make sure you send us some pictures of 'The Last Stand of Sergeant Bill', too – we'd love to see how it comes out!

## TWO GOOD THINGS

Hi, team! I wanted to write to you to say thanks for two things.

First, I am a US White Dwarf subscriber. Every issue has arrived at my door at least seven days after it is out in stores, often much later (with one issue never arriving at all). This month it was only two days later and it came with a nice note acknowledging the delivery

issues that have troubled many of us. The tone and content of the note were perfect. I was going to let my sub lapse, but that note changed my mind. I'm now going to give it a few more issues to see if the magazine begins to arrive on time. If it does, I will renew. Without that note, you would have lost a subscriber, so well done and thank you.

Secondly, I loved the Warhammer 40,000 Battle Report in the June issue! I've been a hobbyist for 31 years (and I was a Games Workshop employee for almost 12 of those) and I have been waiting most of that time for Battle Reports that teach, explain rules and give insights into playing the game. Please, please, please keep this style of Battle Report. It is so useful!

Lastly, death to the false Emperor.

**Joe Sleboda, Tinley Park, Illinois, US**

Hi, Joe, and thanks for your honest letter. We know a lot of subscribers in the US were disappointed with the service they've been receiving, and so were we. We're still working on improving the service, with a new mailing house, and hopefully you'll have seen those changes by the time you read this. Credit, we think, should also go to the awesome Customer Services guys, who have been doing an amazing job of sorting everything out for everyone. As for the Battle Report, we're glad you enjoyed it. We aim to make Battle Reports a mix of fun, story, advice and rules, so it's nice to know we hit the right balance with that one. We're always happy to hear what you think we can improve, though.



## ASK GROMBRINDAL...

Grombrindal, font of bearded wisdom, we all know how the Dwarfs and the Elves never quite saw eye to eye. But in the Age of Sigmar, how well do their descendants get along? Are the Kharadron Overlords happy to deal with Aelfkind?

**Jessica Smart, via Facebook**

"Font of bearded wisdom," nice. You can go on my good list. You're right, Jessica, us dawwi never really got on with the elves. That was entirely their fault, of course, because they're arrogant, stuck-up pointy ears with no honour, but sometimes we put aside our differences. Now, in the Mortal Realms, things are very different. Sure, the duardin have new homes and some new engineering, but we stick to our traditions – we've hardly changed since the old days. The aelves, though. Have you seen the Spite-Revenants? Something's gone wrong there! They seem more grumpy, but less sneaky. We're willing to fight alongside them (for now). We'll have to see what the rest are like, though...

**Grombrindal**

## THE POWER OF ARMOUR

Greetings, venerable White Dwarf. I was wondering – if Archmagos Cawl managed to create Mk. X armour for the Primaris Space Marines, will he also create new armour for the Adeptus Ministorum?

*Tim Bogaërs,  
France*

An interesting question, Tim. By the Adeptus Ministorum, we assume you mean the Sisters of Battle, considering they wear power armour, too. As far as we know, Belisarius Cawl has only focused his attention on the Adeptus Astartes, creating not only new armour, but new Space Marines, too. We doubt the Ecclesiarchy would be happy about him meddling with their warriors...





**Join us on a journey through time and space, into the past of White Dwarf. This month, we roll back the phase-chronometer to June 2010, issue 366.**



This issue brought with it the release of several new tanks kits. The Leman Russ got a revamp and could now also build the Vanquisher, Eradicator and the Exterminator. Rumbling into battle alongside it came the brand-new Manticore (seen in the background of this picture) and its variant, the monstrosly powerful but unreliable Deathstrike Missile Launcher. The Eldar also received reinforcements in the shape of a new Fire Prism kit that could also make the monofilament-flinging Night Spinner (exclusive rules for which were found in issue 366).

[illegible]

Hall of Fame had become a staple part of White Dwarf by issue 366, this being the eighth time it appeared. This month, miniatures designer Seb Perbet nominated the diminutive Bilbo Baggins™, the Hobbit from The Lord of the Rings™ range. This was the third model sculpted by Brian Nelson to enter the Hall of Fame in just eight months and arguably the smallest, standing less than an inch high (including its base).

[illegible]

Aragorn

Legolas

Gimli

Galadriel the Gay

Boromir

Sam Gamgee

Pippin Took

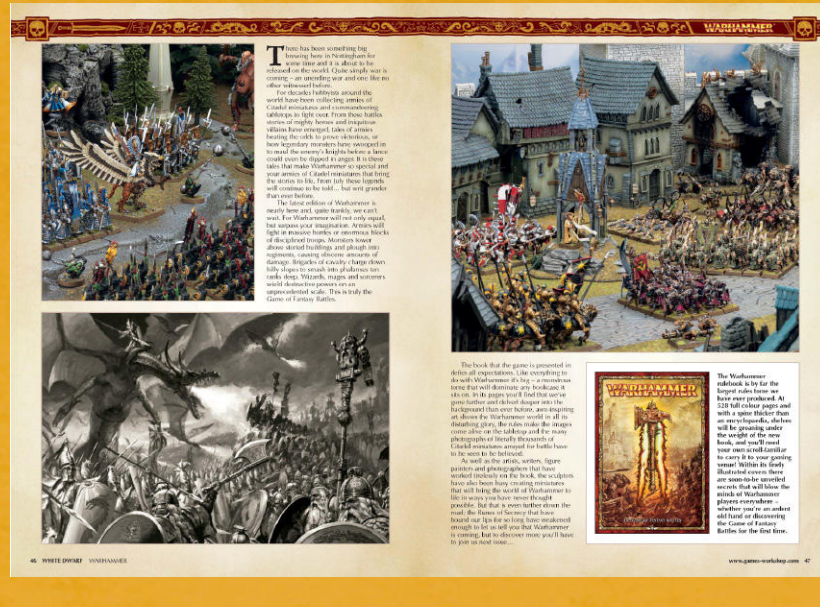
Merry

Sam Gamgee

Looking at the faces of the Fellowship you can clearly see the necessary likeness of the characters from the movies. The faces are not sticking out, but rather they are set into the head, as our models need to work as gaming miniatures and the actors approved their respective likenesses. All the views appear to be fully painted versions of themselves at the time of the movie's release.



Issue 366 included an exclusive expansion to Warhammer 40,000, Spearhead, with massed armies of tanks and armoured war machines clashed on the battlefields of the 41st Millennium. All the rules for playing Spearhead battles were in the issue, from force organisation charts (what we'd call detachments nowadays) to missions and table setups. There was even a great section later in the mag showing you how to apply kill markings, squadron icons, banners and heraldry to your armoured vehicles – great little touches that have been featured on many vehicles in the Studio collection since.

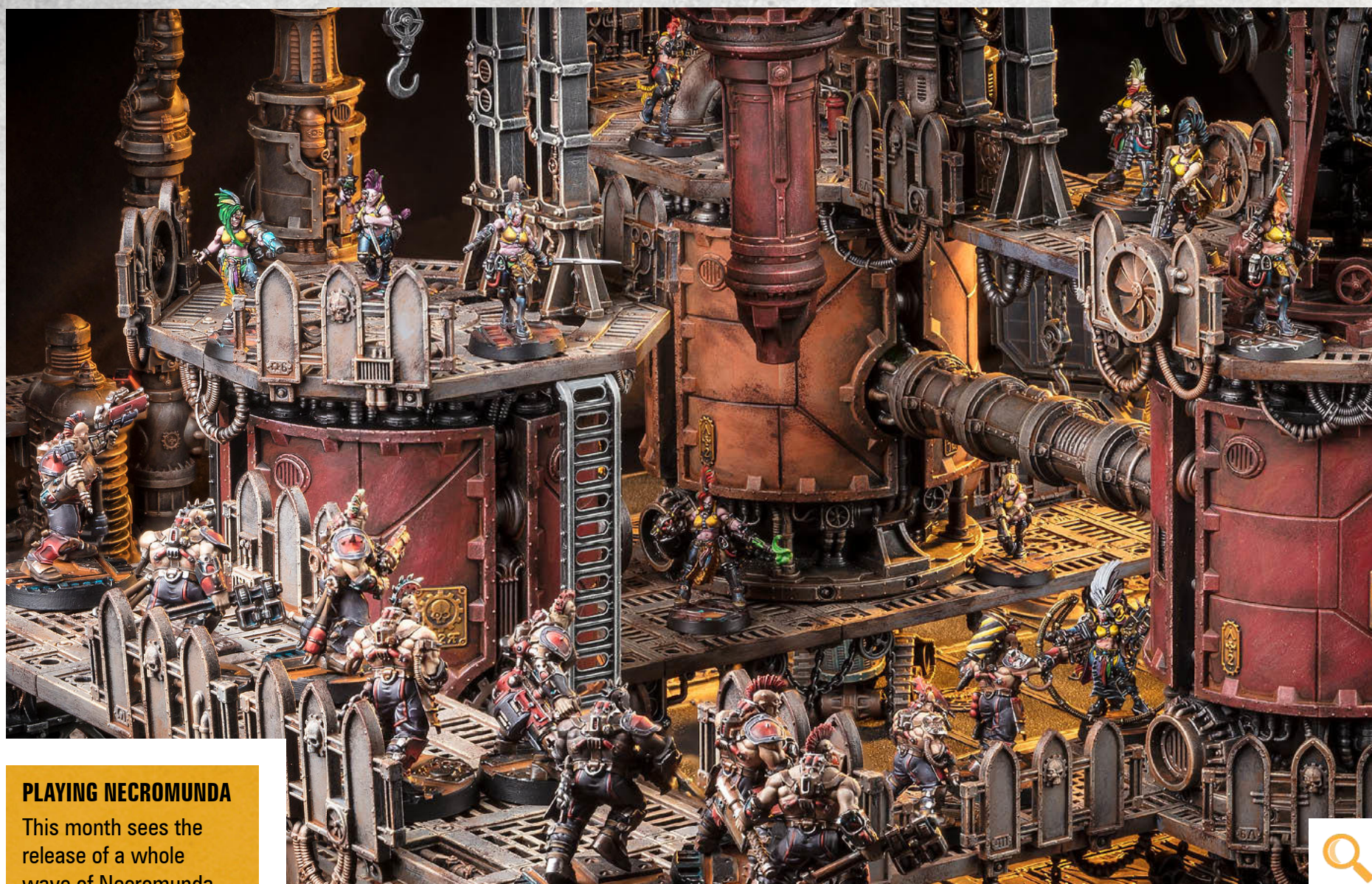




## COVER FEATURE

# STARTING A GANG WAR

Necromunda is back and better than ever, so what better time to sit down for a chat with the games designers and sculptors who worked on it? Whether you're new to Necromunda (a Juve) or a seasoned veteran, you'll want to read what they have to say about the game.



### PLAYING NECROMUNDA

This month sees the release of a whole wave of Necromunda products, but the must-have item is clearly Necromunda: Underhive, which includes the rules for the game. You can play many happy (and memorably violent, no doubt) games of Necromunda using the Necromunda: Underhive rules, but should you wish to enhance the experience, make sure you pick up a copy of Gang War, which includes rules for playing Necromunda campaigns and fighting on 3D terrain.

**D**eep within the Segmentum Solar lies the hive world of Necromunda. Swathed in vast clouds of man-made toxic fog, its soil barren and rad-poisoned from millennia of heavy industry, it's hard to believe that any human could live on Necromunda. But they do, and in vast numbers, countless billions of them crammed into vast hive cities that rise up from the polluted ground and high into the clouds. It's in these colossal hives that they work until they expire, making weapons, wargear and other goods for the wider Imperium, their painfully short lives sustained by recycled air, vat-grown food and the vestige of hope that one day everything will all get better. These indentured workers are ruled over by the Clan Houses, the lowest rung in the feudal regime that pervades

Necromundan society. It is the duty of the Clan Houses to ensure that the world's forges, factories and manufactorums operate at peak efficiency at all times and that contracts are fulfilled on time and to the required yield. Disagreements between the Clan Houses over manufacturing rights, land ownership (such as it is) and trade agreements are frequent, and so the houses employ gangs of armed warriors to protect their holdings and raid those of their rivals. So common has gang warfare become on Necromunda that it is now part of everyday life – simply another factor to be considered when working out tithes and manufacturing quotas.

And that's the premise that the game Necromunda is based on – the bitter skirmishes fought by the underhive gangs in the dark depths of the planet's hive cities.



Necromunda was first released back in 1995, though the planet, the background and the first iteration of what was to become the game were first mentioned years earlier in the prototype game Confrontation. Since the late 2000s, though, things had been very quiet on Necromunda. Until now, that is. We caught up with some of the team members behind the new edition of this classic skirmish game to find out what's new in the underhive.

**“...we decided to play the same trick and update the rules for Necromunda to match those of the new Warhammer 40,000.”**

**White Dwarf:** So, guys, tell us – where did the Necromunda project begin?

**Andy Hoare:** It all began when we heard about the Sector Mechanicus scenery being designed by the Hobby Products team. At the time they only had drawings to show me, but even at that early stage they had ‘Necromunda’ written all over them. Terrain was the only thing holding us back from developing Necromunda – a 3D battlefield was such a crucial component of the original game – and this new scenery range made it possible. The only problem was fitting enough of it in a box to make a good battlefield – it really just wasn't possible. And that's what

lead to the development of the Necromunda: Underhive boxed game, giving you two ways to play the same game. You can either fight in the tunnels of the underhive, using the tiles presented in the box, or play the full 3D experience if you have the scenery available. It's worth noting, though, that Necromunda: Underhive isn't a dumbed down version of the game – it's not a board game version of Necromunda – we've just expanded the definition of what the game is and created a new, easy-access playing style for it.

One of the big reasons for the success of the original game was that, broadly speaking, it used the same rules as Warhammer 40,000, so it was easy to pick up. Knowing that a new edition of Warhammer 40,000 was on the horizon, we decided to play the same trick and update the rules for Necromunda to match those of the new Warhammer 40,000, but with the same level of depth added to them that the original game had. But it still didn't feel quite right – it couldn't just be Warhammer 40,000 with extra rules on top, that wasn't enough for us. I passed on a few ideas to James, which he adapted to create the game.

**James Hewitt:** The first thing we did was move away from the traditional turn sequence. In most of our games, one player takes a turn to ►



**ANDY HOARE & JAMES HEWITT**

Andy and James are the masterminds behind this edition of Necromunda. Andy has played Necromunda every week for the last few decades (no, really, he has...), claiming it's one of his favourite games of all time, while James wrote the rules for the immensely popular Silver Tower and Betrayal at Calth games. We reckon Necromunda is in safe hands.



## WHO ARE THE GANG MEMBERS?

**Andy:** There are three roles in a starting gang – Leader, Champion and Ganger. The Leader is, of course, the boss, and what they say goes. They're the best fighters, the most intelligent members of the gang, and they often have skills that benefit other gang members. They can enable warriors to fight out of sequence, so it's handy having them around.

Gang Champions are the Leader's best mates and their most valued companions. They have access to special skills to represent their experience and they often carry the gang's big guns.

Gangers make up the bulk of a gang. They do the majority of the dirty work on the battlefields of the underhive. Without them your gang will struggle to survive.





# COVER FEATURE



**DAVE THOMAS,  
MARK BEDFORD &  
GAVIN NEWTON**

A life-long fan of Necromunda, Mark Bedford was the concept designer for many of the new Necromunda models.

Miniatures designers Dave Thomas and Gavin Newton then took Mark's sketches and ideas and made them into the models you see here. They say they've got plenty more of them in the pipeline, too.

## HOUSE GOLIATH: WHERE MIGHT MEANS RIGHT

The warriors of House Goliath are gene-bulked brutes far stronger and larger than an average human. They flaunt their strength and power and revel in face-to-face violence.

### SCULPTING THE WARRIORS OF HOUSE GOLIATH

Dave Thomas: Necromunda is the game that got me into the hobby – I even had a Goliath gang when I was younger – so for me it was a real honour to work on the new miniatures.

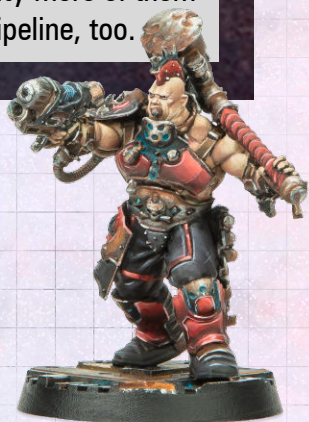
I drew a lot of inspiration from the original models, but I also added a lot to the new iterations to help explain their background and role on Necromunda. Because the Goliaths are forge workers, they all wear heavy work boots and thick canvas trousers with reinforced panels. Many of them carry respirators and they wear more armour on their fronts to protect them from flying sparks and suchlike. The idea of their classic spiked collars being stim injectors helped me integrate them more into their clothing and armour – they're now functional rather than just decorative. Goliath weapons are also closely linked to the forges. In fact, many of them are repurposed tools, such as spud wrenches, rivet guns, hammers and billhooks, while their guns are big, beefy and wholly practical. They aren't decorated except for a few spikes on the handgrips for punching people with. Everything about the Goliaths bellows unsubtle violence.

### CONCEPT DESIGNS FOR HOUSE GOLIATH

**Mark:** The look of House Goliath is one of functionality and brute strength – their only real concession to decoration being their Mohawks – the bigger the 'hawk, the higher their rank. When conceptualising the new miniatures, I wanted to push the link to their background a lot more – their huge belts are not wrestler trophies, but bracers for heavy lifting, their armour is not really armour, but part of their work rig, while their respirators are crucial equipment when working in the forges.



## THE IRONLORDS GOLIATH GANG



**SKULLSHANK**



**BONESNAPPER**



**RORK**



**NOX THE RIPPER**



**GRENDL**



**DRAGO**



**VARIK**



**BRAKK**



**'SPLITTER' KORG**



**KRUGER**



# HOUSE ESCHER: WHERE HONOUR IS OVERRATED

The gangs of House Escher are made up entirely of women. They are agile, aggressive and flamboyant but also fiercely intelligent, scorning those who use brawn over brains.

## SCULPTING THE WARRIORS OF HOUSE ESCHER

Gavin Newton: I kept the look of the Escher miniatures very close to their predecessors – I didn't want to mess with the visual presentation that Jes Goodwin had established for them all those years ago. The first thing you'll notice is that the models have a lot more movement to them, which reflects their flamboyant and almost artful style of Afighting. Many of them are also wearing platform or stiletto boots, because heels and underhive rubble clearly go well together! The Escher archetype is glam-rock space amazon, so we wanted them to look really wild and outrageous. I covered them with unusual materials such as feathers and animal pelts – things that just aren't found on Necromunda. That suggests that they have access to off-world goods, which – while they aren't at all practical or useful – they wear as status symbols. There's a lot of peacocking going on with the Escher and their weapons reflect that, too. They have needle weapons and whips and elegant-looking lasguns with pistol-style grips. You'll also notice that most of the models feature vials of chem-synth about their person – another nod to their role as pharmaceutical experts.

## CONCEPT DESIGNS FOR HOUSE ESCHER

Mark: The background of House Escher has changed a bit since the original game, prompting a few design changes to the miniatures, most notably the cryo-boxes they wear on their belts for carrying illicit substances. They also wear feathers, quills and pelts, pushing them in a more feral direction, but also showing that they put a lot of pride in their status. You'll notice their guns are a lot more streamlined than the Goliath ones, too. They don't intend to hit people with them for a start.



## UPCOMING MODELS

Mark: Necromunda is a great opportunity for us miniatures designers to delve into the imagery of Warhammer 40,000 and pull out some of the characters and ideas that have always lived on the fringes but that we've never really had a chance to make. The Hired Guns, for example – originally there were only three or four models for them. We've already got ideas for twice as many, including water prospectors, dock workers, lamplighters – so many ideas. Andy is very keen on the old Rogue Trader background and models, so one of the first miniatures we're releasing is a Beastman Bounty Hunter based on Jes Goodwin's classic Imperial Guard Beastman – but when he's forty years older.



# THE CARRION QUEENS ESCHER GANG



JELENA



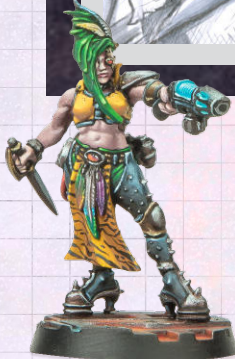
REINA



KAIYA



BRAE



MARIKA



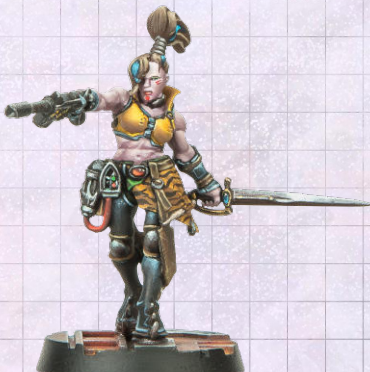
TUMALA



NOKOMI



OLINA



RHOSINN



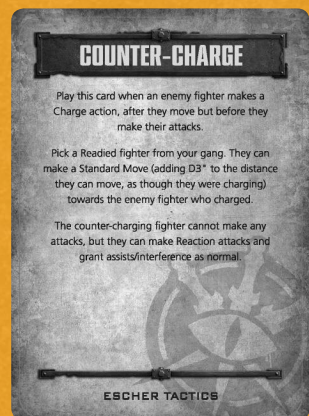
ZARANN



# COVER FEATURE

## TACTICS CARDS

**James:** Tactics cards are a new addition to Necromunda that provide an extra level of depth to the game. There are 28 in the set – two identical sets of 10 cards that can be used by either player and four specific ones for each gang. These cards enable you to do something special such as trigger a booby trap or make use of an improvised weapon. In one game, Andy had the Rigged Door tactics card that meant he could open a locked door at any moment. I didn't know this and, expecting the door to be sealed, ignored the gangers near it. That was a silly mistake – you really need to consider every eventuality in this game!



► move, shoot and attack with all their models, then the other player takes their turn. We wanted Necromunda to be more interactive, more immediately intense, so players instead take it in turns to activate a model, which they can then perform a variety of actions with – so move, aim, shoot, charge, reload, crawl, dive for cover and so on. This meant we could also add in ways to interrupt or circumvent that system – Gang Leaders and Champions can encourage fellow fighters to move with them, for example, and there are some skills that enable your warriors to fight out of sequence such as Overwatch.

**WD:** Ooh, Overwatch is now a skill?

**JH:** Yes, Overwatch is now a skill rather than a game mechanic. We found that in the previous edition it could have quite a dull impact on a game, two gangs sitting on overwatch waiting to see who would break cover first. The more fluid game mechanics in this edition, plus the alternating play, means that it's not really needed as a core rule, but it does make for a nasty upgrade to a lucky gang member.

Another mechanic that we introduced, and that I shamelessly stole from Silver Tower, is the character cards. Each fighter has a card on the table that features their stat line, their wargear and their points value. It also enables you to track injuries, lack of ammo and if they're on

fire. It means the playing surface – the battlefield – is kept free of clutter so you can maintain the look of a battle in progress.

**WD:** So Necromunda started with the rules for the game first, then, rather than the miniatures?

**“They have a classic rivalry in the background and they're visually iconic.”**

**JH:** Actually Dave and Gavin started working on the miniatures around the same time as we started on the rules. It was useful having their input as they helped define the look of the models, their weapons and equipment, which then obviously needed rules writing for them.

**WD:** Who decided that Goliaths and Eschers would go in the boxed game?

**AH:** I really pushed for that. I wanted the two gangs in the box to be complete opposites – girls versus boys, intelligence versus brute strength. They have a classic rivalry in the background and they're visually iconic. In fact, they couldn't be any more strikingly different, what with the Escher being lithe and agile and the Goliaths being huge and lumbering.

**JH:** The original game featured House Goliath and House Orlock, but we felt the two were a bit too similar in terms of their skills – both



Locked doors play a big part in Necromunda: Underhive. A fighter can use their intelligence to open one – tough for a Goliath – or their brute strength to force the door open instead.



houses are known for being brawlers, for being big and tough. The Eschers help make for a more interesting first encounter with the game. Saying that, we did a lot of work adding more character to the gangs as there was really very little information about the Clan Houses. We wanted to explain what industries they operated, their relationships with each other and the Noble Houses. We liked the idea of hive society being like a giant spider web with all the houses connected to – and reliant on – each other in some way. Of course, that then reflects on the gangs themselves – they're not just groups of people out looking for trouble, they're contracted fighters doing the house's wet work, fighting proxy wars for them. So initially, the only background we had to go on was the look of the miniatures. You only know House Van Saar are high tech because that's how the models look, for example.

**AH:** To use the Van Saar as an example, they wear rubberised survival suits. But why would they be wearing them when no one else is? It can't be the underhive environment because all the gangs are subjected to that, so it must be something else that they need protection from. They also have lots of high-tech kit, so maybe they have access to some kind of technology that's detrimental to their health. So we wrote into their story that the Van Saar have access to a functional but damaged STC that is malfunctioning and slowly irradiating them – that's why they need to wear the suits. It's a cruel twist to their story that fits in with the whole idea that technology is intrinsically bad and corrupting in the 41st Millennium.

**JH:** Making the gangs more individual in their background also made us think about the differences between the models on the tabletop. In the last edition of the game, the models in a starting Goliath gang and a starting Escher gang would have virtually identical stats, despite the clear physical differences between the models. Clearly they aren't the same, so we decided to make a different set of profiles for each of the six houses. Escher gangers are faster and smarter than Goliaths, for example, who in turn are considerably stronger and tougher.

**AH:** An Escher ganger would use her head to open a door – her intelligence, I mean. A Goliath would actually just use his head! We also brought back some of the classic Rogue Trader stats, such as Cool, Intelligence and Willpower, the last of which will become more important when psykers start turning up in the game.

**WD:** Does that mean there are expansions planned for the game?

## THE ARMOURY OF NECROMUNDA

The gangs of Necromunda often manufacture their own weapons and wargear and, as a result, the actual look of the weapons (if not their function) can vary widely. An autogun manufactured by a House Goliath armorer, for example, would be big and clunky, while an Escher one would be more sleek and compact.

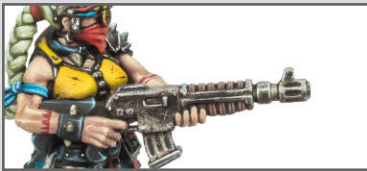
Autoguns and autopistols are some of the most common weapons in the underhive as they fire out loads of bullets quickly – perfect for close-quarters combat. Lasguns and laspistols are also popular as they're easy to maintain and running out of ammo is rarely a problem.

Stub guns and the larger stub cannons are loud, unsubtle weapons favoured by the more brutal gangs. A stub round can punch clean through a person, especially when equipped with dum-dum rounds.

Shotguns are a popular close-range weapon for tunnel fighting.

Plasma pistols and grenade launchers are rare weapons in the underhive and only gang champions and leaders tend to carry them. Combi-weapons are similarly exotic, combining two weapons together into one body, making them doubly deadly. Other weapons, like the rivet cannon and the chem-thrower, are weaponised industrial gear.

The confined nature of warfare on Necromunda makes close combat weapons essential. The hulking Goliaths prefer to use repurposed industrial tools as weapons, such as the power hammer and the spud-jacker, while the gangers of House Escher favour elegant stiletto blades and power swords – weapons specifically designed for close combat. The shock whip is more of an exotic luxury weapon.



**AUTOGUN**



**STUB GUN (STUBBER)**



**SHOTGUN**



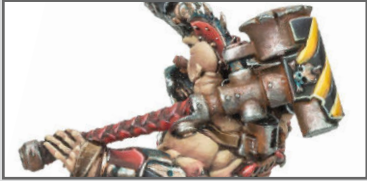
**NEEDLER/BOLTER COMBI-WEAPON**



**'KRUMPER' RIVET CANNON**



**PLASMA/STUB COMBI-PISTOL**



**POWER HAMMER**



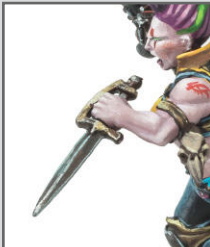
**FIGHTING KNIFE**



**LASPISTOL**



**PLASMA PISTOL**



**STILETTO KNIFE**



**LASGUN**



**STUB CANNON**



**COMBAT SHOTGUN**



**GRENADE LAUNCHER**



**BRUTE CLEAVER**



**NIGHTSHADE CHEM-THROWER**



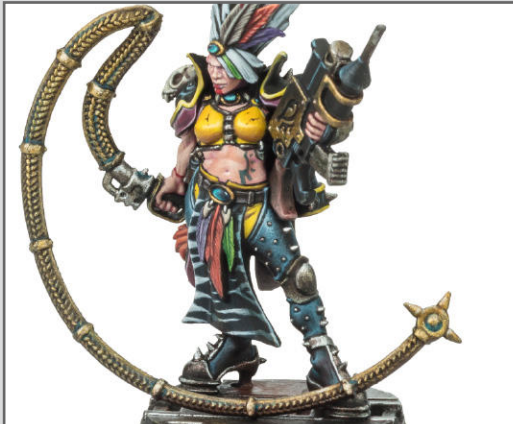
**RENDERIZER**



**SPUD-JACKER**



**POWER SWORD**



**SHOCK WHIP**



# COVER FEATURE

## CONSTRUCTING THE UNDERHIVE

**Rob Macfarlane:** My first thought when designing the scenery for *Necromunda: Underhive* was that it had to have a purpose. I talked a lot with James about how we could link scenery and rules together and we decided that crates should actually be items, not just things to hide behind. So crates can be empty, they might have ammo in them or they might contain a booby trap! The door consoles also help provide a level of interaction between the miniatures and their environment. As for the look of the scenery, it's very much based on the quasi-industrial feel of *Necromunda*, so it's all very functional looking, but tatty and run-down. It's not as 'Warhammer 40,000' as other scenery sets – there are no gothic arches, for example – but there are still servo-skulls wired into the doors.



**JH:** Loads of them! The first is *Necromunda: Gang War*, which comes out alongside *Necromunda: Underhive* (see *Planet Warhammer* for more info. – Ed). It contains additional rules for playing on 3D battlefields using the Sector Mechanicus terrain kits. So there are rules for jumping over gaps, falling down holes, going up ladders, getting shot off walkways and suchlike. It also includes campaign rules and the campaign system, allowing your fighters to progress (or die!) between fights, pick up new skills and new equipment. You can play *Necromunda* and *Necromunda: Underhive* interchangeably, too – it is essentially the same game but with slightly different settings. Think of it like a game of *Warhammer 40,000* compared to a *Zone Mortalis* game. One is open and free-form, the other is very cramped and claustrophobic – you can play on a 2' by 2' board and have a great game. Doors play a much bigger role in *Underhive*, for example, while tall scenery is key if you want to play with the extended rules.

We've also streamlined the post-battle sequence, which could sometimes take as long as an actual game! Now injuries happen during the game rather than after – it's more gratifying knowing your ganger has blown

someone's arm off straight away! – and new skills are earned at the start of a battle, so you get to use them straight away rather than waiting until next time. *Necromunda* veterans will notice that we haven't mentioned Juvies or Heavies yet, two of the classic gang members from the original game. Well, fear not – rules for Juvies appear in *Gang War*, while Heavies have been subsumed by the Champion and Specialist roles. Specialists are Gangers that have proven their worth in battle and earned experience accordingly.

**WD:** Ah, because having your gang members gain experience was a key part of the original game.

**AH:** And it still is! It is a little different, though. We wanted the gangs to be all about the Leaders, Champions (the boss's best mates) and Juvies – they were always the main personalities in a campaign, with the Gangers being the supporting artists, for want of a better phrase. So the primary characters have access to more skills, but Gangers can still gain access to them if they become Specialists. It's like they've proven themselves to be worthy individuals!

We're also working on rules for Hired Guns, Hangers-on, Bounty Hunters and Hive Scum. As you can probably guess from their names,



**ROB MACFARLANE**

Rob joined the Forge World team as a mould maker but he soon turned his hand to model making. The scenery in *Necromunda: Underhive* and the new bases are his creations.

## THE CREW

**James:** When you play a scenario you pick members from your gang to make up your crew – the team taking part in the mission. We wanted to move away from the notion that a gang only has 10 members when in fact it would have dozens – they're just not always fighting. It means you can make your gang as large as you like.





The muscle-bound Goliaths can soak up a lot more damage than the Escher and even shrug off light arms fire. They can't get up ladders quite as quickly, though...

## NEW DICE

**James:** There are some unusual dice in Necromunda that are worth talking about. The first is the firepower dice, which come into play when you shoot your weapons. Essentially, you roll it every time you fire a gun – if the ammo symbol pops up, you're going to need to do an ammo check to see if your gun runs out of bullets. If the weapon is a rapid fire weapon, you score the number of hits indicated on the dice. The other new dice is the injury dice, which you roll once you've wounded an enemy fighter. A blood drop shows they've only suffered a flesh wound, a broken bone means they're seriously injured, while a skull means they're out of the battle.



most of them are experienced fighters that are willing to help you for a few credits. They're handy if you need a little extra muscle or a few extra guns on a mission. The Hangers-on are new – they were inspired by the Blood Bowl coaching staff. Hangers-on are your Rogue Docs, Ammo-jacks and Dome Runners – they loiter around your gang hideout, giving you useful bonuses.

**“...it's more gratifying knowing your ganger has blown someone's arm off straight away!”**

**WD:** Will they appear in scenarios?

**JH:** Oh yes. Your base might get raided by a rival gang and some of your Hangers-on might be around when it happens. They're pretty rubbish at fighting, so if your opponent can catch them and take them out of action that's a pretty big deal because it could deny you access to their special abilities for a while. Imagine if your cook gets captured – bad food for weeks! Will you conduct a rescue mission to save him or not?

On that note, there are six extra scenarios

in Gang War, enabling you to conduct raids, patrols, rescue missions, ambushes and so on. These missions can be played using your full terrain collection or the Necromunda: Underhive tiles, whichever you prefer.

**WD:** Any last thoughts about your creation?

Yes – the artwork in the new rule book is superb – it really captures the grim but outlandish look of the two gangs. The Eschers have a real punk feel to them that borders on feral, while the Goliaths look on the verge of exploding with rage. I like how the Goliaths all have chapped lips, too, from huffing stimms and standing too close to the furnaces.

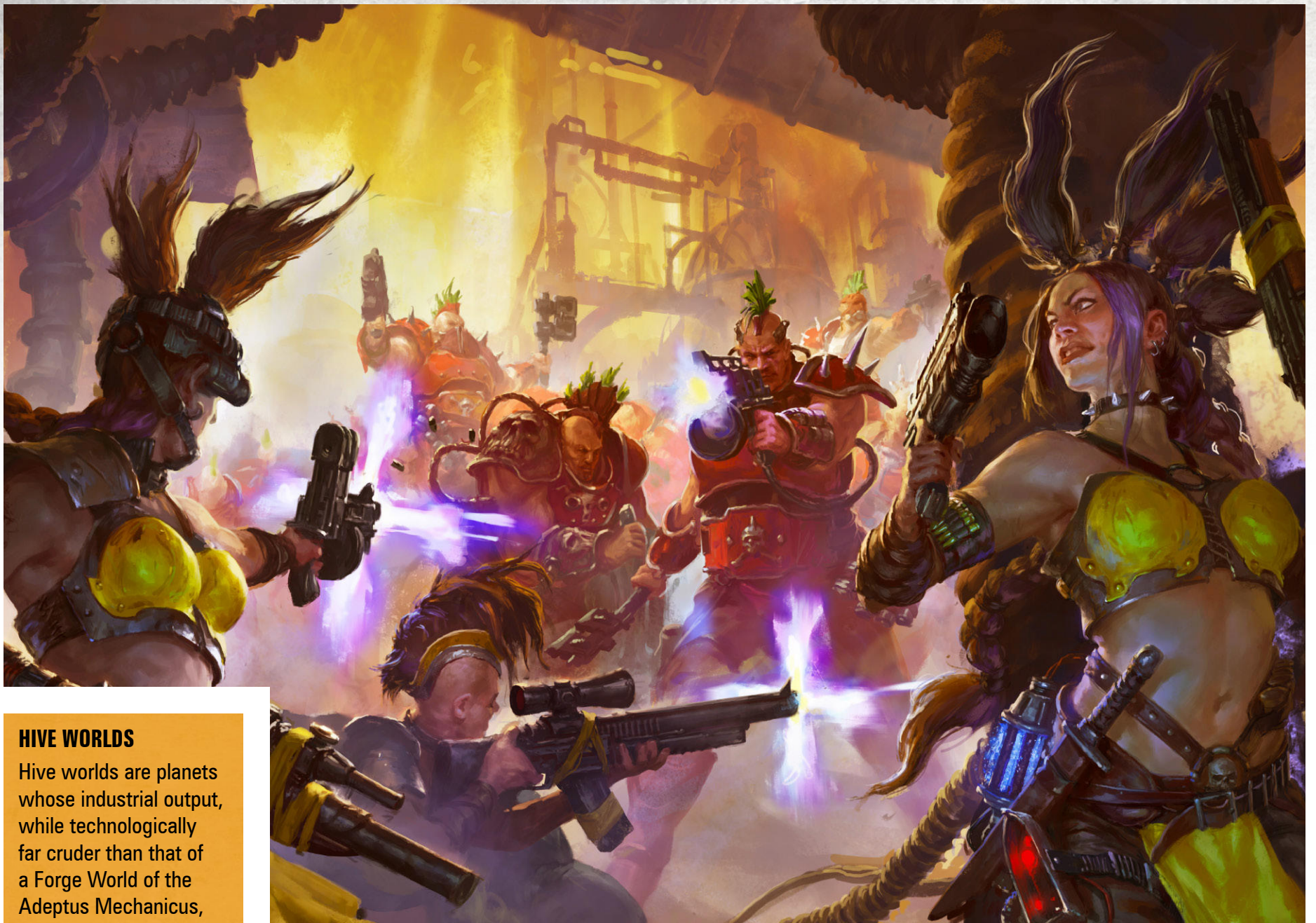
**AH:** I'd say this is just the beginning. We're starting by re-exploring the familiar territory – the main gangs and hired guns – then we're going to work on the less familiar stuff like Outlanders. Then we've got a whole load of new stuff – people, places, monsters and big stuff that we want to work on. We're an ambitious bunch! ☠

*Turn the page to read more about the background of Necromunda, from the spires of Hive Primus to the depths of the Sump, the Noble Houses, Clan Houses and, of course, the gang wars of the underhive.*



# NECROMUNDA

Necromunda is one of the Imperium's many hive worlds, the billions of citizens that live there crowded into squalid hive cities that reek of heavy industry and desperation. Gang warfare is rife, for only the strongest survive and prosper in the depths of Necromunda.



### HIVE WORLDS

Hive worlds are planets whose industrial output, while technologically far cruder than that of a Forge World of the Adeptus Mechanicus, nonetheless feeds the Imperium's unquenchable hunger for base manufactured goods. They utilise vast towering metal cities intended to maximise the exploitation of both natural resources and manpower, and invariably, the surfaces of such worlds are polluted wastelands, ashen plains made barren by generations of mining and used as dumping grounds for ►

**F**ounded long ago in the depths of the Dark Age of Technology, Necromunda was brought into the Light of the Emperor by the Imperial Fists Legion during the Great Crusade. It is said that the ash wastes from which the great hives rise are a by-product of the devastation wrought upon the world during its brief defiance of the coming of the Imperium, but the truth is lost beneath the toxic plains.

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems, and

nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge. Human activity is by design concentrated into as small an area as possible, with the twin goal of exposing as much of the planet's surface to strip-mining as possible and to ensure the billions of workers required to service the industries are born, raised, work, sleep and even die within as small a space as possible. These huge towering complexes are



known as hive cities, or simply as hives, and their individual peaks or towers are called city spires or spires. A close group of hives is known as a hive cluster.

Between the hives, deserts of industrial ash cover the surface of the planet with an unstable, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands out of the sea. Despite being reduced to such a hellish state, Necromunda is a hugely valuable world to the Imperium. Although little of Necromunda's original resources remain, the waste heaps of previous generations have become a new source of riches. Necromunda lives on the accumulated wastes of its past: its people have learned to scavenge, reclaim and recycle everything in order to squeeze a living from their exhausted world. Over the millennia, the population of Necromunda has increased well beyond the planet's own capacity to support it. As a consequence, it is wholly reliant on reconstituted, synthetic and imported food.

Each hive has its recycling plants which convert used organic matter into nutrients catalogued on official manifests as 'corpse-starch'. Real food is imported from off-world, but is an expensive luxury which only the most wealthy can afford. As each generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused manufactories and a labyrinth formed from the sewers and tunnels of an earlier age. Necromunda's population has never been counted and the chances are that it never will be, its numbers are simply too large. An attempted census of Trazior Hive four thousand years ago revealed a population of a billion in the upper habitation levels alone – no further attempt has been made to count Necromunda's population in Trazior or any other of the several thousand hives on the planet since.

The society of Necromunda is reasonably typical of larger hive worlds. No attempt is made to enforce central administration upon the entire population, indeed such a thing would prove impossible on a world where most people remain unrecorded by any authority. Instead, a kind of feudal system has evolved by which individuals owe loyalty to others, who in their turn owe their loyalty to other increasingly more powerful members of the

hierarchy. Among the more stable elements of the population these loyalties are owed on a family basis, and closely related families all support each other under the hegemony of the most powerful member of their family group. This form of urban feudalism tends to be self-regulating. Weaker clans naturally seek the protection of more powerful neighbours whose powerbase then expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further.

Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. Instead of wasteful outright war, such conflicts are settled by proxy. Each clan is able to call upon the services of the numerous gangs to which almost all of its people serve for a brief period, ensuring the wheels of industry continue to turn even as blood is spilled in the streets far below the roaring manufactories.

### THE HOUSES OF NECROMUNDA

Necromunda is ruled by a small number of factions of incredibly wealthy and powerful bodies known as the Great Houses. The Great Houses are primarily investors, they make nothing and provide no service. Subservient to these are the Clan Houses, who maintain the vast manufacturing base of Necromunda. Every House has its own cultural traditions, distinctive linguistic traits, codes of dress and behaviour, as well as unique concerns and aptitudes. Though distinct and often antagonistic towards one another, the Houses are also interdependent upon one another for the provision of specific and rare items or services.

### THE GREAT HOUSES

To the greater universe, Lord Helmawr is Necromunda and the planet is his to rule as he pleases. The patriarchs and merchant families of the Great Houses vie for his attention, and are eager to perform whatever favours are necessary to secure landing and shipping rights, trade licences and tithe concessions. Even whilst they curry Lord Helmawr's favour, the Great Houses scheme behind his back, hoping that one day House Helmawr will be brought low and a new Imperial House will inherit its domain. The seven Great Houses of Necromunda are House Helmawr, House Catallus, House Ty, House Ulantia, House Greim, House Ran Lo and House Ko'iron. Between them, these Houses rule Necromunda and are wealthy enough to have interests off-world. In fact, while the Great Houses derive their wealth from the trade of Necromunda, their

► the toxic by-products of industry. Their populations are densely concentrated, their lives a short and miserable toil unless they reject it entirely and throw in their lot with the numerous gangs and other outcasts that exist in the cracks.

A hive world has a population far outweighing its ability to feed or support itself, often exceeding a thousand billion people on a planet the size of Terra. These vast numbers of people exert such pressure on the environment that few hive worlds can sustain life naturally. Each therefore sits at the apex of a web of supply, relying on billions of tonnes of imported bulk foodstuffs to feed its vast population. So reliant upon these imports is the average hive world that should supply be interrupted, billions of hunger-mad subjects are likely to rise up against their masters and fall upon one another in a frenzy of cannibalistic insanity.

There are thousands of planets classified by the Administratum as hive worlds, with the names of Necromunda, Armageddon and Gehenna Prime known across segmentae. Others become famous for a brief while as war or dark fate thrusts them into the history books – Ichar IV, Paramar and Mordian being prime examples. Others go unknown by the Imperium at large for centuries at a time, despite the billions that are born, toil and die for the Emperor within their cities: Tellus 15/01, Arcadia, Lavantia and Avellorn.



# COVER FEATURE



highest-ranked grandees spend as little time there as possible, preferring instead to while away their artificially-extended lifespans beneath exotic arbors on far away worlds where the scum of the hive cities can never intrude.

## THE CLAN HOUSES

Lower in the feudal order are the Clan Houses. Many such Houses exist on Necromunda, the most powerful six close to rivalling the Great Houses in wealth, though none have (or are allowed to have) interests off-world. Most of Necromunda's hive cities host at least a minor presence of all six Clan Houses, but in some hives, one or more of the six Houses is absent entirely, or conversely one dominates. It is only in Hive Primus where a balance exists between the six, a deliberate policy long ago enacted by Lord Helmawr.

The Clan Houses lack the privileges and status of the Great Houses. Their people are confined to the cramped main hive layers where conditions are squalid and dirty. The hivers, as they are called, are used to the dim light and rank air. Knowing no better, most live contented lives of toil in the guild factories, workshops and other industries which form the chief business of the hive. The Houses are manufacturers of goods of all kinds, from foodstuffs to armaments. These products are traded with one another and with the Great Houses and in this way the wares of Necromunda reach the wider universe. A complex but efficient trading relationship has grown up based around the competition between the Houses to produce goods, and between the Noble Houses to buy them.

Despite the competition between the Houses, many are reliant on one or more others for some vital supply or service without which they might not exist at all. As with so much on Necromunda, this is a deliberate strategy imposed from the highest levels of authority in order to maintain

the grip of the Great Houses on Necromunda's vast wealth.

The people of the six Houses do not normally mix, and the borders between their domains are carefully guarded against intruders. Each House is proud of its unique traditions and disdainful of its rivals' way of life. Where the territories of two Houses border each other, it is common to find an interposing dead zone or area of fortifications. Prolonged warfare between Houses is rare but not unknown, matters of honour being settled by proxy by gang warfare rather than full blown conflict between Household forces. Violence can be triggered by anything from accidental trespass to deliberate invasion. The most common cause of animosity is contract fighting. This happens when a House tries to destroy vital factories or infrastructure in a neighbour's domain in order to make it impossible for them to fulfil a contract. Should this happen, the neighbour will incur heavy penalties and may lose a lucrative contract to a rival House. Open hostility is rare. For one thing, war between two Houses would simply further the interests of the others and do neither antagonist any good. Also, the Great Houses strongly disapprove of destructive conflict because it damages trade and hinders the movement of goods, and may threaten to take their business elsewhere rather than tolerate a hive war. Consequently, each hive city is mostly orderly and industrious, and the majority of its people are content to toil for their House and reap the meagre rewards on offer.

The six pre-eminent Clan Houses are House Cawdor, House Escher, House Goliath, House Van Saar, House Orlock and House Delaque. Many lesser clans exist across the hives of Necromunda, but none are as powerful as these six. Many are in effect feudal subjects of a House, but others might be outcasts or upstarts. Each of the Clan Houses is master to countless subservient gangs, the fighters serving as the disposable foot soldiers in the endless proxy wars fought in the darkness of the underhives, allowing the Clan Houses to continue business with one another with a semblance of civility in the spires above.



## HOUSE CAWDOR

House Cawdor is the stronghold of the Cult of the Redemption, whose prophets foretell of universal destruction. Although the cult has its adherents across Necromunda, in House Cawdor it has attained the status of an official religion. For this reason the House is also known as the House of Redemption. The Cawdor attitude to the other Clan Houses is strongly coloured by their beliefs. Amongst other things this forbids



them to show their faces in public, so Cawdor can be recognised by their elaborate masks, the designs of their masks are often quite bizarre or disturbing. The Redemption demands a strict code of conduct, and those who break the rules are driven away and become outcasts. Hivers who do not follow the Redemption are considered worthless infidels. Needless to say, the relationship between House Cawdor and the other Houses is strained, and it is often supposed that those of Cawdor actively support Redemptionist outlaws in the other Houses.

Cawdor is a pauper House, although its masters exist in a state of paranoid luxury. It is by far the most populous and its masses are kept in line by harsh devotions imposed upon them by the House's preachers. The peoples of Cawdor are holy scavengers and reclamators, venerating every scrap they claim as a relic and holding the act of recycling as a manifest miracle. As such, they provide a vital service to the other Houses in recycling enormous volumes of their unwanted waste in the eternal quest for holy objects.

House Cawdor is ruled by a court of senior nobles, one of whom – currently Lord Mormaer Cawdor – bears the ceremonial rank of thane and is considered the first among equals. The thane regards himself not so much the high noble of a Clan House, but the foremost servant on Necromunda of the Emperor Himself. This causes no small degree of tension with the Imperial House, for Lord Cawdor refuses to acknowledge Lord Helmawr as anything other than a peer, in private at least.



#### HOUSE DELAQUE

House Delaque benefits from a special understanding with the Imperial House of Helmawr, providing not just materials but also information to the rulers of Necromunda. Delaque spies are said to operate throughout the hive, observing the activities of the other Houses. It is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

Other Houses are justifiably suspicious of House Delaque. Their appearance does little to contradict an age old reputation for double-dealing and espionage. Delaque traditionally wear long coats with internal pockets in which they can easily conceal weapons and other items. Most are very pale and bald headed. Their whispering voices are thin and eerie whilst many wear implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaque weakness – and it is said that some may even be able to see in spectrums invisible to others. Although the hive

interior is dim by normal standards, the territory of House Delaque is particularly dark and shadowy as befits a people whose motives and methods are shrouded in mystery.

It is said of House Delaque that its agents utilise the rarest and most expensive of House Escher elixirs in order to create hideous 'forced' psykers, allowing them to hear the thoughts of their foes, albeit at terrible cost to their eternal souls. In return, they provide a wealth of information to the other Houses, though the most valuable is always reserved for the Imperial House of Helmawr.

The means and mechanisms by which House Delaque is ordered and administered are far from clear, even to the population of the House itself. It is known that the most senior nobles of the House meet in closed session, the venue and the body itself known as the Star Chamber. This court appears to have no permanent chair, meaning that at any one time one of several dozen senior Delaque nobles might be serving as ruler of the House, the actual ruler's name and identity deliberately hidden.



#### HOUSE ESCHER

House Escher is perhaps the most strikingly different of all the Clan Houses of Necromunda. Like all the Houses it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service.





# COVER FEATURE

However, unlike the other Houses which have reasonably balanced populations, that of the Escher is made up almost entirely of women.

It produces a staggering range of exotic pharmaceuticals, from gene-hancing elixirs to luxury drugs, and derives its wealth from supplying these to the other Houses, in so doing maintaining the vital balance of power between them. It is House Escher that provides the growth hormones that keep House Goliath's workers so big and strong, and it is their rad-purgatives that fuel the life support systems on which House Van Saar relies. In return, House Escher receives not just monetary wealth but a wide range of raw biological material – xenos beasts and the like – from which they create unique and bizarre lifeforms as pets for themselves and for the spire-dwelling nobles.

It is the many millennia of exposure to such potent alchemical processes that has altered the population of House Escher, the Y-chromosome damaged beyond all repair. Almost without exception, House Escher's males are withered imbeciles, and breeding is possible only by the most arcane process of chemical-induced parthenogenesis.

Escher society has long since developed to cope with its uniquely imbalanced population so it is no longer perceived as a disadvantage. The Escher have a reputation for arrogance and are said to look down upon and pity all males. They are particularly dismissive of the Goliaths as simple and brutish, and thus the two Houses are old enemies and skirmishes along their borders are common.

House Escher is ruled by a court of nobles, at the head of which sits the matriarch primus – currently Queen Adina. A young ruler only recently come to her title, Adina was nonetheless raised to the position and prepared for it since the very day of her birth. In the first days of her reign, Queen Adina had to contend with a major incursion on House Escher industrial holdings bordering those of House Goliath, the rival Clan House intent on destabilising her unproven rule. Adina proved a natural leader however, adroitly lobbying the Imperial House for leave to launch a counter-incursion deep into House Goliath territory and ending the crisis in short order.

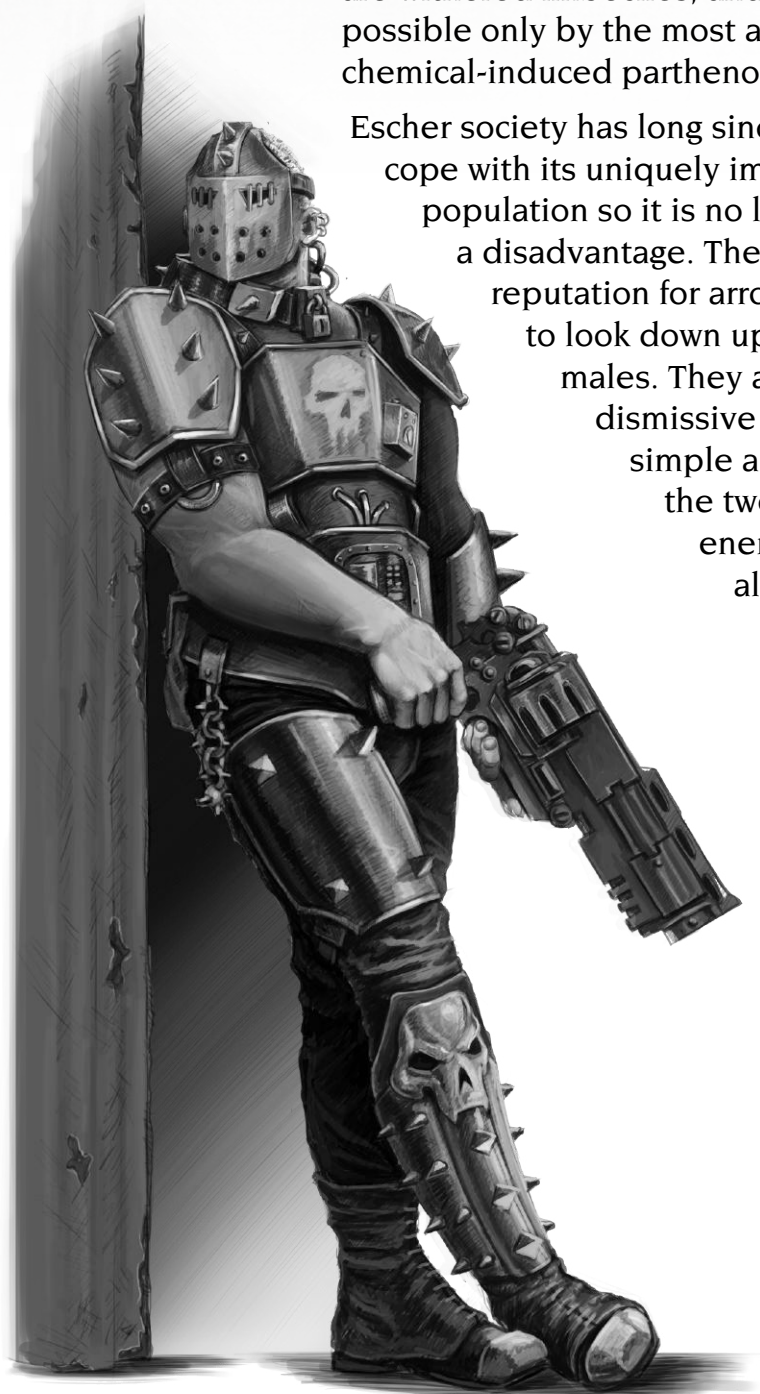


## HOUSE GOLIATH

House Goliath owns and operates many of the great foundries of Necromunda and its workers are the masters of the furnace and of metal, the raw materials of which are traded from the mines of House Orlock. The House values nothing higher than physical strength, and to this end breeds its workers like prize cattle in an effort to create the strongest, toughest and most unthinkingly loyal workers of the furnace in the galaxy. The core of these workers are huge brutes – incredibly strong and tough, but often mentally unbalanced and extremely short-lived. House Goliath furnace-tenders are often bigger than a Space Marine and some regard them as a classifiable strain of Abhuman.

The subjects of House Goliath consider the hivers of other Houses to be soft and slack. In truth, all hivers are naturally robust, being inured to the toxins and deprivations which they accept unquestioningly as part of normal life. The Goliaths, however, take a stubborn pride in their gene-crafted ability to endure hardship. The other Houses see the Goliaths as barbaric, unsophisticated and unpredictable. Goliath institutions such as the fighting pits and the Feast of the Fallen do nothing to dispel the impression of a violent people inimical to their neighbours.

Size and strength are seen as the measure of a man. Their style of dress emphasises a preoccupation with physique, featuring weighty chains and massive spiked metal bracers, most derived from heavy industrial workwear. It is ironic therefore that the brutes of Goliath are entirely dependent on growth stimms provided by their arch rivals, the hated Eschers to attain, and maintain, their prodigious frames.





Of all the Clan Houses of Necromunda, House Goliath can be taken quite literally on its members' claim that 'might equals right'. The position of head of House Goliath – called the 'Over-tyrant' – has been occupied by many thousands of individuals over the millennia, each earning their position in combat before eventually losing it in the same manner. The current Over-tyrant of House Goliath is one Varran Gor, called 'Gor Iron-eye', who slew his predecessor in ritual combat during a grand banquet at which Lord Helmawr himself was in attendance. The Lord of Necromunda is said to have barely raised an eyebrow at the spectacle, taking the exchange of power entirely in his stride as if nothing at all out of the ordinary had occurred.



### HOUSE ORLOCK

House Orlock is known as the House of Iron because its foundations lie upon deep ferrous slag pits located across the blasted surface of Necromunda. The House mines these pits for the debris of ancient times and extracts enough pure metal from the refuse to serve their industries. The prizes they drag forth from the irradiated crust are shipped across the surface in vast ore convoys for processing in the hives before being transported to the manufactories or even off-world. Orlock not only controls the mines, but the most vital transmotive lines and land routes between them, and it is famed for its tough and fearless outriders who defend the convoys from ash waste nomads and rival House agents alike. The gangers are the lucky ones however, for the bulk of the House's subjects are little more than serfs resigned to a life of toil in the mines and refineries.

Over the centuries, extensive mining of the slag has caused some areas to collapse. In the past this led to ash quakes and hive quakes and the destruction of several overlying hives. During this time, the House has fulfilled the Ulant Contract, a lucrative deal by which one House supplies the core requirements of the Ulant Noble House. Previously, the contract was supplied by House Delaque, but the Orlocks usurped the position by bribing underhive gang raiders to destroy fuel lines into a Delaque guild factory. Since then, the two Houses have taken every opportunity to discredit each other. Five years ago Lord Hagen Orlock was assassinated by the Delaques and relations between the Houses have never been so tense.

House Orlock is controlled by a loose alliance of numerous families bound by pact, bribery, marriage and murder, with each dominating as much of the House's resources as their size permits and dividing it amongst their own members as they wish. Lord Morrow Orlock remains the permanent head of the House, though in most respects House Orlock is bound to follow the will of the largest extended family. Surprisingly, House Orlock actually remains one of the most

unified and disciplined Houses in the hive, with their apparently riven system of leadership experiencing remarkably few schisms.



### HOUSE VAN SAAR

The Van Saar are reputed to be a serious minded and humourless people, with a deeply ingrained sense of order. House Van Saar produces base technological components of high mythical function and it is from the supply of such that it has grown exceptionally wealthy. House Van Saar harbours a dark secret however – its technology is derived from a secret source that is slowly poisoning its subjects, a corrupted Standard Template Construct system the fruits of which are bounteous, yet poisoned. The Van Saars therefore are forced to wear protective suits to ward off the effects of their own technologies, their irradiated blood continuously filtered through the mechanisms. Without their protective suits to sustain them Van Saars quickly sicken, and it is the most bitter of jests that although they make and carry the very finest equipment, its source is slowly killing them. Despite this, they are utterly dedicated to their House, determined that it will survive even should they not.

The Great Houses pay a premium for Van Saar goods, and as a result, the House is probably the most wealthy in Hive Primus and many other hives. As with all of the Houses, they are dependent upon others for goods and services they themselves cannot originate, in particular House Escher for the rad-purgatives that keep them alive in return for key elements of the parthenogenesis processes they use to maintain their population. Additionally, House Van Saar provides highly advanced sensor and communications equipment to House Delaque, as well as navigational devices to House Orlock.

**"Of all the Clan Houses of Necromunda, House Goliath can be taken quite literally on its members' claim that 'might equals right'.**

House Van Saar is ordered according to a strictly defined system of feudal ranking, with the most senior and privileged families forming an inner circle with access to the most advanced, and therefore most dangerous, Standard Template Construct imprints. Lesser-ranked families have access only to the lesser products of the STC that sustains the House. As a result, the scions of inner circle families are the most sickly of the population, their bodies sustained by the continuous application of the rarest of purgatives. The ruler of the House is Duke Otto Van Saar XXIIInd, a man as pale as death and withered as a corpse, yet as dangerous as the most experienced underhive bounty-killer. ☠



## BATTLE REPORT



### FROM THE BATTLEFIELD TO THE UNDERHIVE

The core rules of Necromunda: Underhive are based on Warhammer 40,000, so if you've played the latest edition of Warhammer 40,000, you'll find a lot of parallels with how your gangers shoot and fight. There are key differences, however. The biggest is the turn structure – instead of each player moving their entire gang, each fighter is activated individually, and can take up to two actions (such as moving, aiming or shooting) in a game round.

# BATTLE IN THE BADZONES

**You'll find few warzones in the galaxy as vicious and savage as the depths of the Necromunda underhive – this month's battle report takes us to the long-lost tunnelways of Necromunda, where Matt Hutson and Martyn Lyon battle it out for supremacy.**

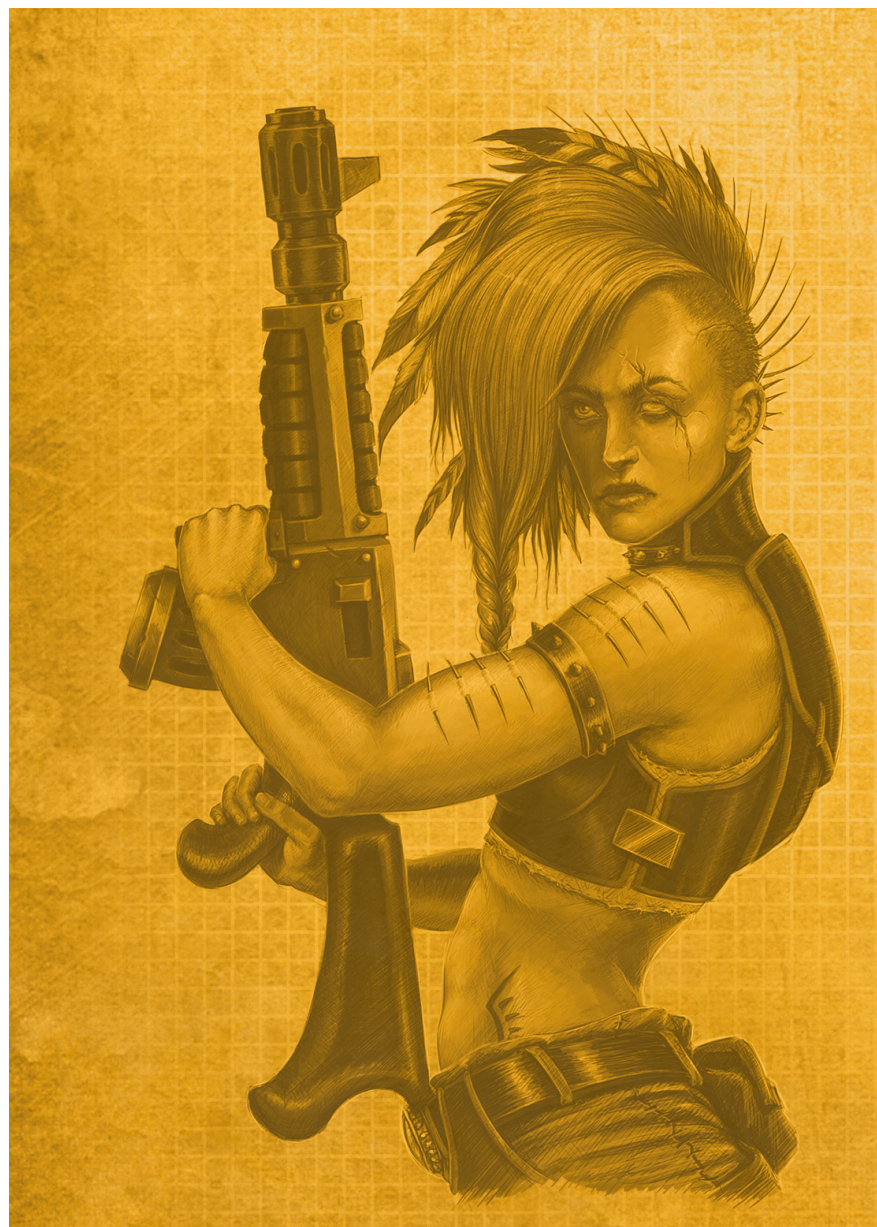
**F**or this Battle Report, we got two of the most eager gang-bosses from the White Dwarf bunker – Photographer Martyn and Lead Designer Matt Hutson – to battle it out to the death (well, not quite) in the underhive tunnels. The players selected the first scenario from the six in the rule book, Tunnel Skirmish. In this scenario, the players' objective is to get as many victory points as possible, by taking down as many enemy fighters as they can before their own gang is wiped out.

The scenario is played on four of the six tiles from Necromunda: Underhive, representing the Zone Mortalis-type networks of tunnels and service ways in the depths of the underhive. The battlefield also incorporates a variety of terrain features and hazards, such as the doorways and ductways from the industrial past. For this Battle Report, we chose to play on six tiles, and the

larger battlefield meant larger gangs – which let us use all of both of the gangs you get inside of the Necromunda: Underhive box.

For this Battle Report, Matt and Martyn decided to use the two gangs included in the box – the Ironlords of House Goliath and the Carrion Queens of House Escher. Each represents a gang that already has a fair few victories under their belts, so each has a variety of House-specific skills, unique weapons and gang tactics cards to play with – such as House Escher's deadly 'Nightshade' chem-throwers and the crude but effective House Goliath Improvised Armour. Members of the two houses have different characteristic profiles, too, representing the House Eschers' typical swiftness and the legendary House Goliath toughness.





The underhive of Hive Primus is a nightmare warren of urban decay – vast sections of it are little more than densely packed tunnels that wouldn't look out of place in the depths of a space hulk. These regions can be easily defended and reinforced into a stronghold, or used to ambush guild caravans and enemy gangers on the move. As such, they're valuable real estate – almost as precious as a source of mostly clean water or a cave of edible slime.

Hannigan's Sprawl is just such a stretch, a few hundred metres of winding service tunnels and ducts – named for the explorer who first discovered it, although who Hannigan was and what became of them has faded into myth. The region has been fought over and changed hands time and time again, most recently between the Ironlords of House Goliath and the Carrion Queens of House Escher. The region straddles both gangs' territory, so it has become a frequent object of dispute between the bitter rivals.

For the last few weeks, Hannigan's Sprawl has been in the hands of the Ironlords – but a recent distraction by an infestation of wolf spiders in the gang's downhive holdings has led to the Carrion Queens mounting a new invasion on the Sprawl. Catching wind of the hated Eschers, Skullshank, the most recent leader of the Ironlords, gathers up every able-bodied ganger he can clap eyes on and rushes back to Hannigan's Sprawl, combi-stubber in hand and swearing by the lords of the House the tunnels will run red with blood.



## BATTLE REPORT

# SCENARIO 1: TUNNEL SKIRMISH

*A gang's territory is always shifting, expanding or receding as the gang's reputation grows or suffers. When two crews face off in unclaimed turf, the stakes are always high because the winner will take control of the surrounding area. These skirmishes have one objective – to be the last one standing!*

### DESIGNER'S NOTE: GOING LARGER

This is the most straight-forward scenario, and can be played on any size of map. If players wish to use a larger map, the scenario will work well with more fighters in each crew. We recommend adding two fighters to each player's crew for each additional board tile.



*This section of tunnels, named Hannigan's Sprawl after the settler who first discovered it, changed hands several times as the Ironlords claimed territory from the Carrion Queens, and vice versa.*

### ADAPTING THE BATTLEFIELD

Each scenario in Necromunda: Underhive comes with a map set-up (as you can see above) but you're free to adapt, tinker and create your own battlefields for your games, so long as both players agree. For this Battle Report, we broadly stuck to the same map layout shown above but added two extra board tiles. This meant both players were using their full 10-person gangs, rather than six-strong crews – the better to show off all the cool new weapons and skills!



## DEFAULT MAP SET-UP

Set up the map as shown.

## CREWS

Each player secretly chooses a crew of six fighters, placing those fighters' cards face-down in front of them. Any unchosen fighters are absent from the battle, and will take no part. Once both players have chosen their crews, the fighters are all revealed.

## TACTICS CARDS

Each player can choose up to two Tactics cards from their deck. If the total credits value of one gang's crew is lower than the other, they can choose an additional Tactics card for each full 100 credits of difference.

## SETTING UP

The players roll off. The winner picks one of the two shaded areas to be their deployment zone – the other shaded area is the other gang's deployment zone.

Then, starting with the winner, the players take turns setting up one fighter in their deployment zone, until all fighters have been set up. If one player runs out of fighters, the other player sets up any they have remaining.

## VICTORY POINTS

Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and they score 1 point for a Ganger.

## ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3 or more, and so on.



KRIA 'THE HUNTRESS',  
BITTERSWEET BLADES,  
HOUSE ESCHER



## HOUSE GOLIATH: THE IRONLORDS

Hulking, gene-hanced brutes to a man, the gangers of House Goliath are as subtle as a fist to the face. Can Martyn harness their chem-fuelled raw might and lead the Ironlords to victory?



**MARTYN LYON**

While Martyn, as one of the White Dwarf photographers, has sat in on his fair share of Battle Reports over the years, this is the first time he's ever taken part in one in front of the camera.

"I'm hoping to start as I mean to go on," says Martyn. We'll have to see if victory comes easily to him in the underhive.

**Martyn:** I've always really liked the aesthetic of the Goliaths, so that's what drew me to picking them – to me, they seem to typify Necromunda in a way no other gang does, like Stormcasts do for Warhammer Age of Sigmar and Space Marines do for Warhammer 40,000. That they're quite an in-your-face, close-quarters gang is great, too – I really enjoy factions that have that simplicity to them. They've got some very cool weapons to play with as well – all close combat or just very short-ranged, typically weaponised industrial tools, like the rivet cannon or the spud-jacker (although I'm not really quite sure what a spud-jacker actually is).

The plan I've got is to play to my strengths – my gangers are all tougher and have better armour (so long as they're being shot in the front) but are all a bit slow. Their guns are all pretty short-ranged as well, so I won't be able to rely on standing back and shooting. Instead, I just need to use the battlefield to my advantage and try and box Matt's gangers in before they get a chance to shoot – then get in up close and personal and use the spud-jackers!

### THE IRONLORDS

- L Skullshank (Leader)**  
Combi-pistol (plasma pistol, stubber), power hammer, furnace plates, stim-slug stash.
- G1 'Splitter' Korg (Champion)**  
Renderizer, furnace plates, respirator, stim-slug stash.
- G2 Grendel (Champion)**  
Rivet cannon, fighting knife, furnace plates.
- G1 Bonesnapper**  
Combat shotgun, furnace plates, frag grenades.
- G2 Varik**  
Stub cannon, fighting knife, furnace plates, respirator.
- G3 Brakk**  
Stubber, spud-jacker, furnace plates, frag grenades, respirator.
- G4 Nox The Ripper**  
Spud-jacker, brute cleaver, furnace plates, frag grenades, krak grenades.
- G5 Kruger**  
Grenade launcher, brute cleaver, furnace plates.
- G6 Drago**  
Stub cannon, furnace plates, respirator.
- G7 Rork**  
Stub cannon, furnace plates, frag grenades, krak grenades.





# HOUSE ESCHER: THE CARRION QUEENS

Some of the most feared gangs to stalk the underhives are those of House Escher, possessing a heady mix of skill, agility and psychotic flair. Can Matt lead the Carrion Queens to success?

**Matt:** I had an Escher gang a long time ago, and I really like the new miniatures, so I'm quite chuffed that I got to take the latest version for a spin in a Battle Report.

The great thing about the Carrion Queens is they have loads of lasguns – and in Necromunda the lasgun is king, as it's reliable and it's long-ranged. The downside, though, is that Goliath gangers are tough, so the odds of taking them out of action with a lasgun are a bit slim. It should keep Martyn's gang pinned long enough to bring up the bigger guns – one of my champions has a plasma pistol and the other has a chem-thruster.

The plan is to keep Martyn's gangers at a distance and take them apart bit by bit – in a straight fight he has the advantage, so why fight fair? And I need to take his grenade launcher out of action as soon as possible – it's too dangerous to be left running around, especially in the close corridors. I'm hoping my tactics cards will be useful – one will let half my gang get a free move, and the other gives me a rather nasty trap. Let's see if Martyn takes the bait...

## THE CARRION QUEENS

- |  |   |
|--|---|
| <b>L Jelena (Leader)</b><br>Combi-bolter (boltgun, needle rifle), shock whip, flak armour, chem-synth.                     | <b>G3 Rhosinn</b><br>Lasipistol, power sword, flak armour, chem-synth, choke gas grenades.              |
| <b>G1 Tumala (Champion)</b><br>Chem-thruster, stiletto knife, flak armour, chem-synth, respirator.                         | <b>G4 Brae</b><br>Lasgun, flak armour, chem-synth, choke gas grenades.                                  |
| <b>G2 Marika (Champion)</b><br>Plasma pistol, stiletto knife, flak armour, chem-synth, choke gas grenades, krak grenades.  | <b>G5 Kaiya</b><br>Lasgun, stiletto knife, flak armour, chem-synth.                                     |
| <b>G1 Nokomi</b><br>Two lasipistols, flak armour, chem-synth, choke gas grenades, frag grenades, respirator.               | <b>G6 Reina</b><br>Lasgun, stiletto knife, flak armour, chem-synth, choke gas grenades, frag grenades.  |
| <b>G2 Zarann</b><br>Lasipistol, stiletto knife, flak armour, chem-synth, choke gas grenades, frag grenades, krak grenades. | <b>G7 Olina</b><br>Autogun, stiletto knife, flak armour, chem-synth, choke gas grenades, frag grenades. |



**MATT HUTSON**

Battle Reports under his belt, using armies from Sylvaneth to Black Templars. This one sees him return to a faction he's not used in a very long time – House Escher. Will it be just like old times? Or will he be bamboozled on the battlefield by the plucky Battle Report newcomer, Martyn?





## ROUND ONE: THE UNDERHIVE THIRSTS FOR BLOOD

**Sensing their bitter rivals moving into their turf, the Ironlords and the Carrion Queens both move into position, each side waiting to see who'll pull the trigger first.**

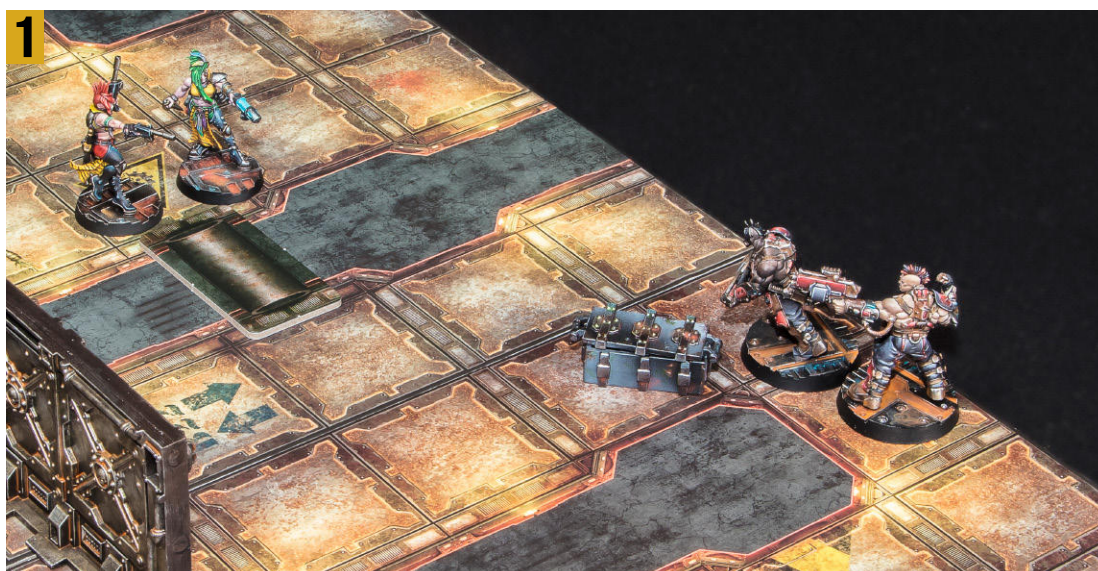
**L**eading the Carrion Queens' advance into Hannigan's Sprawl, Zarann moved toward the nearest door and opened it, allowing Rhosinn and Jelena to sprint through the opening into the central corridor.

Skullshank, anticipating the forthcoming fight, donned a set of Makeshift Armour and moved behind a barricade, his position giving him a clear shot at whoever stuck their head around the corner ahead. Brakk and Drago moved up behind their leader to provide supporting fire.

Tumala opened the door in front of her and moved through, toward the nearest barricades, followed by Brae, who darted into the cover.

Grendel moved toward the Eschers' line, where the champion's rivet cannon would be the most useful, with Rork in his wake. Seeing Grendel stomp towards her, Olina moved to get a clear shot and opened fire with her autogun at the Goliath, but missed.

Kruger opened the door in front of him and moved into the western chamber, backed up by 'Splitter' Korg. Nox the Ripper tried to move through the same door, but it slammed shut on the ganger, crushing him to death – first blood in the gang fight claimed by the underhive itself.



Matt prepares to move Marika and Nokomi through the eastern ductway (1). Doing this costs them both their actions, so there's a danger Bonesnapper and Varik may get the drop on them in the next round of the game.

As Martyn moves his last ganger of the round through a doorway, Matt plays his second tactics card **Rigged Door (2)**. A more nimble fighter would be able to dodge out of the way, but the sluggish Nox the Ripper is squashed before he can act.

## THE IRONLORDS

- L Skullshank**
- C1 'Splitter' Korg**
- C2 Grendel**
- G1 Bonesnapper**
- G2 Varik**
- G3 Brakk**
- X Nox The Ripper**
- G5 Kruger**
- G6 Drago**
- G7 Rork**

## THE CARRION QUEENS

- |           |               |           |                |
|-----------|---------------|-----------|----------------|
| <b>L</b>  | <b>Jelena</b> | <b>63</b> | <b>Rhosinn</b> |
| <b>C1</b> | <b>Tumala</b> | <b>64</b> | <b>Brae</b>    |
| <b>C2</b> | <b>Marika</b> | <b>65</b> | <b>Kaiya</b>   |
| <b>61</b> | <b>Nokomi</b> | <b>66</b> | <b>Reina</b>   |
| <b>62</b> | <b>Zarann</b> | <b>67</b> | <b>Olina</b>   |

## VICTORY POINT TRACKER

**GOLIATH: 00      ESCHER: 01**



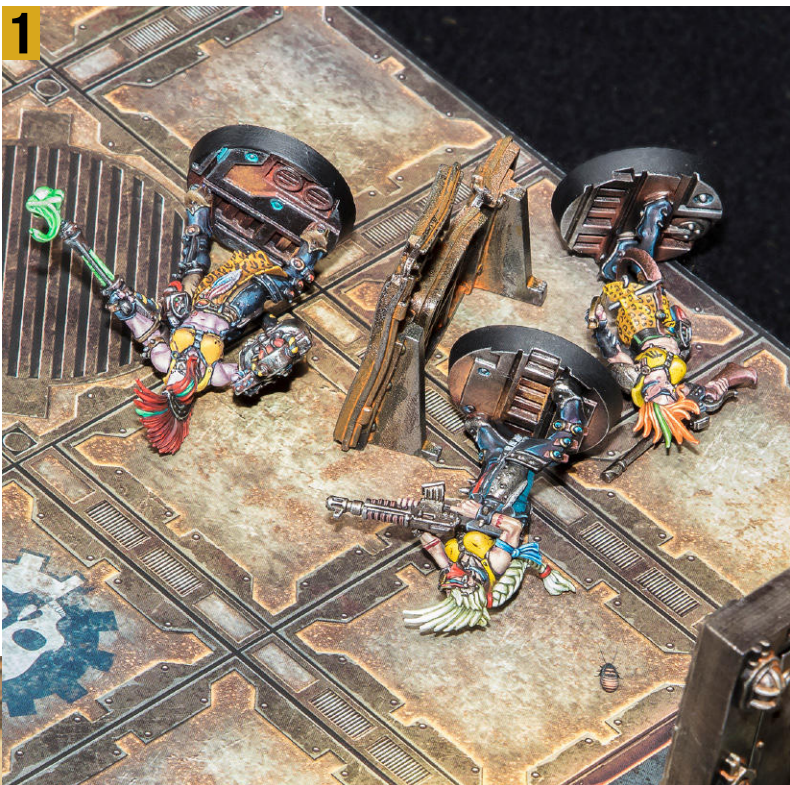


# ROUND TWO: THEN THE SHOOTING STARTS...

Having actually found their opposite numbers, both gangs open fire upon one another, with light-bright las-fire, rocket-powered grenades and shells of sun-bright plasma illuminating the underhive gloom.

**T**umala moved forward and shot her chem-thrower at ‘Splitter’ Korg, but the brute managed to hold his breath long enough for the chem-fog to dissipate. Nearby, Olina moved up and shot the advancing Grendel with her autogun, wounding the Goliath champion and knocking him down to the floor.

Rork took aim and shot his stub cannon at Tumala, but missed the Escher champion. Beside him, Grendel got back on his feet and moved towards the Escher line forming in the northwest chamber, grumbling all the while.



Martyn is able to make use of Kruger’s grenade launcher, knocking three members of Matt’s gang to the ground in a single shot (1). Sadly for him, it fails to cause any wounds, but does keep them from moving and shooting at his gangers.

Despite Martyn getting the drop on Matt by having Varik pin Marika with his stub cannon, the Escher champion gets revenge with her plasma pistol, incinerating him (2). Martyn has the last laugh, however, as the nearby Bonesnapper blows Marika apart with his combat shotgun switched to salvo fire.

Brae moved towards Grendel and fired at the hulking Goliath with her trusty lasgun, taking him – and his rivet cannon – out of the action.

Impatient that no one had popped their head around the corner, Skullshank moved forward, taking Drago and Brakk along in his wake.

Jelena moved closer to Kruger and fired her combi-weapon, but missed. Meanwhile, out on the eastern edge of the tunnel complex, Marika obliterated Varik with her plasma pistol, but was subsequently brought low by Bonesnapper.



## THE IRONLORDS

- Skullshank
- ‘Splitter’ Korg
- Grendel
- Bonesnapper
- Varik
- Brakk
- Nox The Ripper
- Kruger
- Drago
- Rork

## THE CARRION QUEENS

- |        |         |
|--------|---------|
| Jelena | Rhosinn |
| Tumala | Brae    |
| Marika | Kaiya   |
| Nokomi | Reina   |
| Zarann | Olina   |

**VICTORY POINT TRACKER**  
GOLIATH: 02      ESCHER: 04



# BATTLE REPORT

## ROUND THREE: GETTING UP CLOSE AND PERSONAL

With heads held down under gunfire, the braver members of both gangs move in to claim enemy scalps in close combat – in the underhive, combat results in either victory or death!

**J**elena charged 'Splitter' Korg, attacking him with her shock whip and leaving the Goliath champion twitching in the dust before he could use his renderizer.

Inspired by her leader, Rhosinn charged Kruger and fought him to a standstill, but failed to land a telling blow. Kruger fought back against Rhosinn, but every one of his attacks was parried by the Escher's power sword.

Bonesnapper moved in closer to fire another salvo of buckshot, this time at Nokomi, but failed to hit her. Nokomi, unperturbed by the flurry of shot, took aim with both of her laspistols and left the Goliath bleeding on the floor moments later.

Recovering from the frag grenade blast, Brae stood up and fired at Rork, but failed to hit him. Tumala then rose from the floor and doused Rork with the chem-thrower, but the ganger held his breath long enough for the smoke to dissipate.

Zarann moved closer to Skullshank and his cronies, then hurled a gas grenade at them. It bounced off the wall and exploded, emitting a plume of poisonous gas that engulfed Brakk and Skullshank. Brakk was able to get his rebreather on in time, but Skullshank was forced to inhale some of the toxic fog, and began to cough up great chunks of blood and phlegm as the poisons ravaged his lungs. In retaliation for the injury inflicted on his leader, Brakk charged Zarann, and proceeded to bludgeon the ganger into unconsciousness with his spud-jacker before she realised what was happening.

With Grendel and 'Splitter' Korg out of action, and Kruger facing down two Escher gangers armed for close combat, Matt is all but in control of the western edge of the battlezone (3) – the only thing keeping that from happening is the presence of Rork, who seems to shrug off every shot fired at him.

Matt's strategy of keeping his gang in two main forces – one led by Jelena, the other by the champion Tumala – seems to be paying off, as Martyn's fragmented groups are coming off worse for wear. This is helped by Matt's ranged weapons pinning many of Martyn's gang. Pinning is a result of a fighter being hit by a ranged weapon – they hit the ground to avoid fire, and it costs them an action to stand up.

### MOVING LIKE LIGHTNING

As you'd expect from a gang leader, Jelena is an absolute combat monster – Matt rushes her into the melee as quick as he can to make use of her deadly shock whip. Able to inflict an automatic wound on a target on the roll of a 6 to hit, it makes very short work of 'Splitter' Korg (1).

As 'Splitter' Korg was taken out of action in close combat, Jelena can then consolidate 2" in any direction – in this case, Matt had her move to Rhosinn (2). Consolidate moves can be deadly – they can potentially let you dart from combat to combat if the enemies are close enough,





## TURN 3



### THE IRONLORDS

- Skullshank
- ✗ 'Splitter' Korg
- ✗ Grendel
- Bonesnapper
- ✗ Varik
- Brakk
- ✗ Nox The Ripper
- Kruger
- Drago
- Rork

### THE CARRION QUEENS

- |          |           |
|----------|-----------|
| ● Jelena | ● Rhosinn |
| ● Tumala | ● Brae    |
| ✗ Marika | ● Kaiya   |
| ● Nokomi | ● Reina   |
| ✗ Zarann | ● Olina   |

### VICTORY POINT TRACKER

GOLIATH: 03    ESCHER: 06

4



#### HOLD YOUR BREATH!

Many of Matt's crew have choke gas grenades – he puts them to best use with Zarann attacking Martyn's leader (4). Choke gas grenades work against a target's Toughness, and can be negated by respirators, but ignore armour – so Skullshank's Improvised Armour did nothing as he collapsed into a choking heap (5) and took a flesh wound. The rather short range of the grenades does mean Zarann is in easy charging distance for Brakk in his next activation, though.

5



6



#### GUNS BLAZING

Gangers with a pair of pistols can fire both at once, but they must be at the same target (and they get a -1 to-hit penalty). Matt negates the penalty with Nokomi by having her take aim as an action beforehand (6) – making Bonesnapper a very easy target.

Olina and Kaiya both moved toward the western corridor to take down Rork. Rork, dusting himself down as he got up from the tunnel floor, suddenly realised he was the centre of four Escher gangers' rather angry attention. He picked the nearest target – Brae – and fired with his stub cannon but managed to miss the mark.

Raina, who had not had any impact on the gang fight, moved in from the northern corridor to support Jelena and Rhosinn. As Zarann had been taken out shortly after attacking Brakk, the Escher gangers on the western end of the spinal corridor found it wisest to start forming up into a larger groups, rather than fighting as individuals. As a single force, even Skullshank and his cronies wouldn't be a match for them.



# BATTLE REPORT

## ROUND FOUR: STRENGTH IN NUMBERS

As the battle for the tunnel network rages on, the Ironlords are splitting into small bands, while the Carrion Queens are forming up into larger groups – all the better to pick off lone foes.

Rork is still surviving, somehow – Martyn's most resilient ganger seems to take everything Matt can throw at him and still stand (1). He even manages to prove a threat – taking a wound off Tumala – before being pinned down. It seems Rork's mere presence is enough, forcing Matt to keep his crew split up to try and take the ganger out.

In the next chamber, Matt has Rhosinn and Jelena gang up on Kruger, removing the threat of his grenade launcher from the game.

To the far east of the board, Martyn begins advancing his leader and his cronies to the main fight (2). Lacking superior ranged firepower, they'll need a bit of luck to make it into close combat.

**K**rugger attacked Rhosinn again, managing to score a hit on her with his brute cleaver. The wily Escher, however, continued to parry every single strike expertly with her power sword.

Distracted by Rhosinn's swordplay, Kruger was completely unprepared for Jelena's charge. The Escher leader strode in between Kruger and Rhosinn – the Goliath ganger couldn't even raise his brute cleaver to defend himself before the life was choked out of him by the crackling coils of the Jelena's shock whip.

Tumala moved closer to attack Rork with her chem-thrower, dousing the Goliath in a choking chemical fog again. It failed to kill the resilient Goliath ganger, but left him coughing and choking on the poisonous gas. Olina, finding the distracted Rork an easy target, attempted to hit him with her autogun, managing to pin the Goliath under a hail of hard rounds.

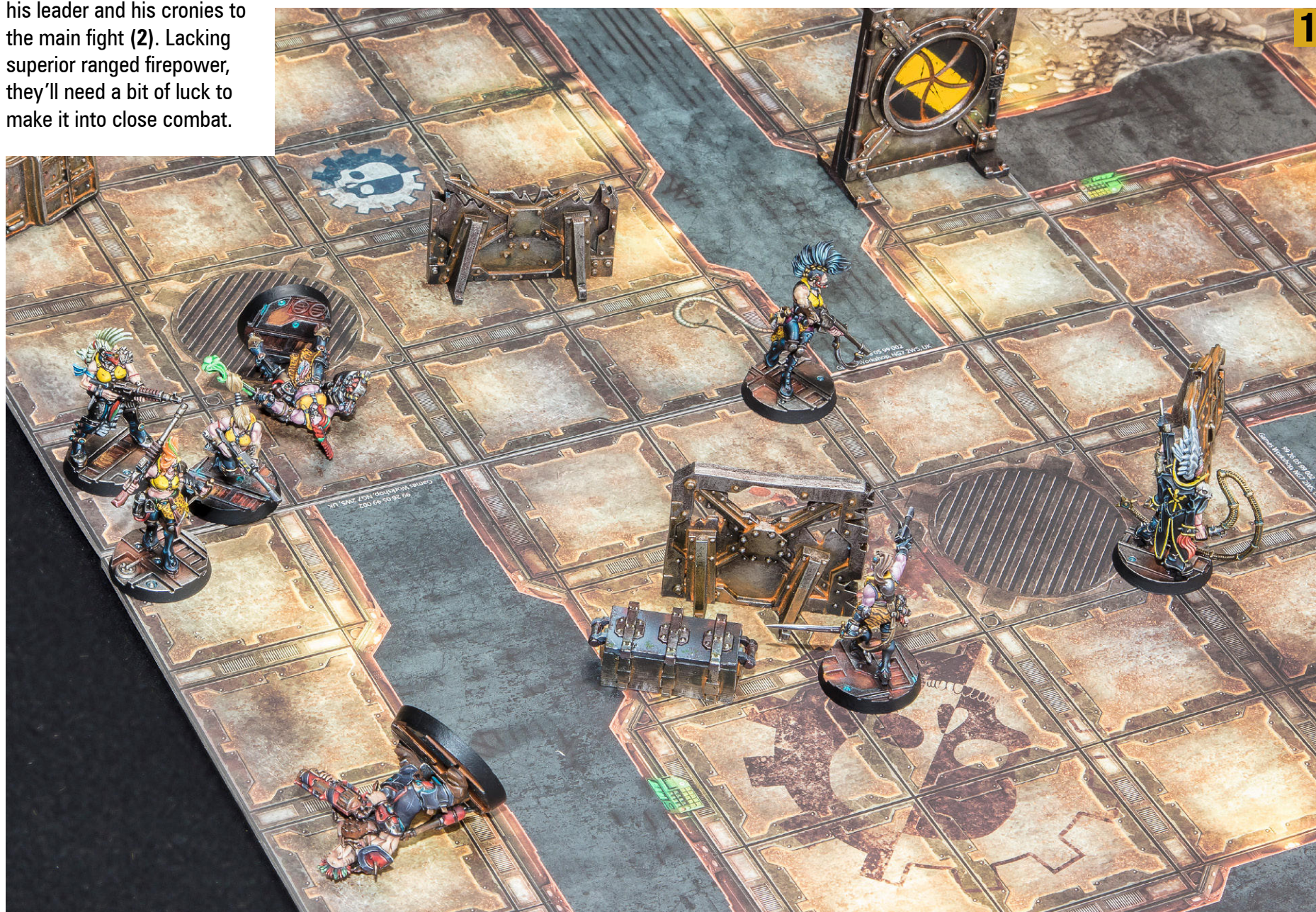
On the eastern end of the tunnel complex, Bonesnapper stood up, despite his wounds, and unloaded a mass of buckshot at Nokomi from his combat shotgun, leaving the Escher out of action.

Reina opened fire at Brakk with her lasgun, leaving him on the ground in agony from a las wound to the gut, but still breathing.

Coughing up the contents of his lungs, Rork managed to stand, and fired his stub cannon at Tumala. The round tore a hole in the Escher champion's side, and threw her back across the tunnels, but she still lived.

Brae, amazed that Rork was somehow still alive, opened fire at him, sending the Goliath ganger back to the floor under a hail of las-fire.

Having finally recovered from the gas grenade attack, Skullshank got to his feet and led Drago and the wounded Brakk out into the main corridor. From the sound of it, that was where





2



the main fight was going on – and Skullshank was hardly one to shirk from a decent scrap, especially against the damned Carrion Queens trying to muscle in on his turf.

As the brawl for the tunnels ran on, the Ironlords were rapidly becoming outnumbered. The Eschers were gaining a stranglehold on the west of the tunnels, and were forming up into a unified group, while the Goliaths were scattered – Rork and Bonesnapper were by themselves on the western and eastern ends of the complex respectively, and Skullshank and his two cronies, Drago and Brakk were in the central corridor. The Ironlords needed to present a united front against the Carrion Queens, and soon, or they'd be wiped out one by one by the Eschers' superior numbers and firepower.

### THE BEST OF A BAD SITUATION

Getting pinned, while rarely ideal, isn't always the end of the world – you still have an action to play with after standing up. In this game, Matt uses Nokomi to pin Bonesnapper in the previous turn (3) and assumes he won't be too much of a threat. This assumption proves to be Nokomi's undoing, as Bonesnapper is able to stand back up again (4) and takes her out of action with a single shot – sometimes you only need one action!

3



4



### TURN 4



#### THE IRONLORDS

- Skullshank
- ✗ 'Splitter' Korg
- ✗ Grendel
- Bonesnapper
- ✗ Varik
- Brakk
- ✗ Nox The Ripper
- ✗ Kruger
- Drago
- Rork

#### THE CARRION QUEENS

- Jelena
- Rhosinn
- Tumala
- Brae
- ✗ Marika
- Kaiya
- ✗ Nokomi
- Reina
- ✗ Zarann
- Olina

#### VICTORY POINT TRACKER

GOLIATH: 04 ESCHER: 07



# BATTLE REPORT

## ROUND FIVE: THE IRON BEGINS TO RUST

With many of their number out for the count, the Ironlords need to rely on the legendary Goliath toughness to win the day – but have the Carrion Queens outmanoeuvred them?

**K**aiya charged down the western corridor to engage Rork, and ended the threat of the Goliath ganger once and for all with her stiletto knife. Whether he lived or died, the seemingly unstoppable Rork wouldn't be having any further effect on the gang fight.

Jelena moved to face Skullshank and his two cronies. She fired her combi-weapon at Drago, and kept him pinned with a stream of bolt shells, while Reina continued to fire her lasgun at Brakk, failing to put the Goliath out of his misery but keeping him pinned.

Skullshank moved through the gunfire without a care, and fired his combi-pistol at Jelena, only to spectacularly miss the mark. His example seemed to put a bit of spine into his followers, as Drago got back up from the ground and fired at the Escher leader with his stub cannon. He failed to hit her, but the fist-sized bullets whizzing overhead kept Jelena's head down, stopping a last-minute charge by the Eschers.

It was becoming clear to Skullshank that the Ironlords were now outnumbered by the Eschers. He'd be a laughing stock if he fled – but that was preferable to his bullet-riddled corpse being left in the tunnels for the ripperjacks. With great reluctance, Skullshank sounded a retreat.



Matt charges Kaiya in to take Rork out (1) – unlike shooting, if a target is seriously injured in close combat, the enemy can make a Coup de Grace action and take them out of action immediately.

As Martyn's luck runs out, the core of his crew are pinned (2). To make matters worse, they fail their bottle test, even with Skullshank's Iron Will skill. Once a gang has Bottled Out, there's a chance when a fighter is activated they'll flee the battlefield if they fail a Cool test.



**THE IRONLORDS**

- Skullshank
- 'Splitter' Korg
- Grendel
- 61 Bonesnapper
- Varik
- 63 Brakk
- Nox The Ripper
- Kruger
- 66 Drago
- Rork

**THE CARRION QUEENS**

L Jelena	63 Rhosinn
C1 Tumala	64 Brae
X Mrika	65 Kaiya
X Nokomi	66 Reina
X Zarann	67 Olina

**VICTORY POINT TRACKER**

GOLIATH: 04    ESCHER: 08





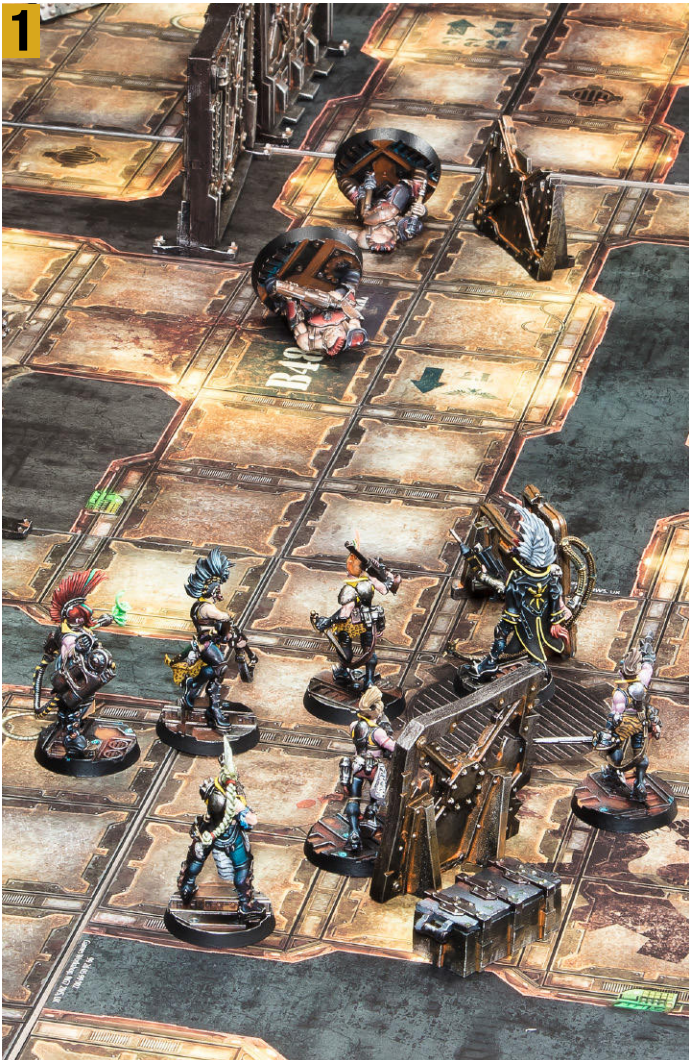
# ROUNDS SIX & SEVEN: THE END OF THE LINE

For all their brute strength and unsubtle strategy, the Ironlords are on the back foot. While victory may now elude them, can they at least achieve a dignified defeat?

**H**earing his boss's bellows, Bonesnapper moved to open the nearest door, then advanced to fire at Jelena with his combat shotgun. He missed his target, and instead hit Drago in the back of the head with a handful of stray rounds. He didn't kill his comrade, but Drago was out for the count.

At the far end of the corridor, Reina drew a bead on Brakk and finally managed to take the Goliath ganger down for good with a precise volley of lasgun fire. Behind her, Kaiya moved up with her own lasgun, and fired at Bonesnapper, forcing him to the ground with a gut shot. Finally, Brae took careful aim with her lasgun and put a las-bolt between Skullshank's eyes, leaving the Ironlords leaderless and broken.

With all bar two of the Ironlords out of the fight, the tunnels now belonged to the Carrion Queens. It had cost them a few members, but Jelena hardly cared – there were always up-and-coming juves who could replace those lost. But territory was valuable – the tunnels would be a very useful asset to the Carrion Queens.



Despite the support of Bonesnapper, the Ironlords are outnumbered. If anything, Bonesnapper proves to be far more of a hindrance than a help – a stray shot from his combat shotgun ends up knocking Drago to the ground. Stray shots are an ever-present danger in Necromunda – there's a chance that if you miss a target, the shot might end up hitting someone else in the bullet's path. So it always pays to make sure fighters aren't firing from behind gangmates.

With the rest of his crew dead, and his two remaining gangers pinned (1), Martyn bows out after rolling a 4 to end the game at the end of round seven.

FINAL VICTORY POINT TRACKER	
GOLIATH:	04
ESCHER:	12

## AFTER THE ACTION

**Martyn:** Well, that could have gone a bit better, couldn't it? I think my biggest mistake was assuming a high toughness would carry me through – which it did in some respects, but didn't do a great deal about being pinned all the time. That's the real danger in Necromunda, as it costs a fighter one of their two actions just to stand up, and when you add that to a Goliath's low movement, it means my gang wasn't going anywhere fast.

Next time, I think I need to make more of using my leader – he's got the biggest potential to make a mess of anyone who looks at him funny, and I think I left Skullshank by the wayside a bit too much. And I'll certainly be taking more combat shotguns – Bonesnapper showed off just how brilliant they are.

**Matt:** I think that went quite well, actually. I went in with a rock-solid plan, stuck to it, and reaped the rewards – keeping the Goliaths at arm's length while letting the few gangers I had with close combat weapons do the fighting (which they did very well – Jelena's shock whip is positively lethal). Bunching my gangers up into two large-ish groups meant I could easily pick off Martyn's scattered gangers one by one. The one instance of an even match-up went very poorly, so it paid to weight the odds in my favour.

I did get lucky, though – Martyn's grenade launcher only pinned people, but didn't wound them, and I dealt with his rivet cannon early on. If I hadn't, it could have been a very different game. ☠

*Shock whip crackling in hand, Jelena strode over the scene of the latest gang fight with a triumphant air. Hannigan's Sprawl was, for the moment, firmly in the hands of the Carrion Queens. Yes, it had cost Escher blood – Marika in particular was a bitter loss, but on the other hand, a potential rival for leadership was out of the picture. As for Nokomi and Zarann, well – House Escher had plenty of eager juves ready to blood themselves in the badzones, so it wouldn't be long before the Carrion Queens were back up to full strength. If anything, the loss of Marika's plasma pistol – an Escher knockoff of a Van Saar copy – was a greater blow. The only thing Jelena regretted was letting two of the Ironlords escape unscathed. One in particular had done for two of the Carrion Queens – and the odds were good that the Goliath would be recruiting more lummoxes to rebuild the gang. In a few weeks, maybe a month or two, they'd be back again, battling it out for the same stretch of tunnels. So the cycle would continue, again and again, until the end of time. Jelena wouldn't have it any other way.*

**CLICK [HERE](#) TO SEE THE 3D GAMING BOARD FOR NEXT MONTH'S BATTLE!**



# CONQUERING A REALM

Last month saw the release of *Seasons of War: Firestorm*, a full, self-contained campaign in a box for Warhammer Age of Sigmar. Here at White Dwarf, we took a closer look at what this campaign expansion is all about and kicked off our very own Season of War...



## CONQUERING THE FLAMESCAR PLATEAU

We gathered four eager players from around the bunker to kick off our own campaign to conquer the war-torn Flamescar Plateau for Order (with Mel using Seraphon and Jonathan using Kharadron Overlords) or Chaos (Dan's Skaven and Stu's Disciples of Tzeentch). Of course, this meant playing loads of games in work time, but we're willing to make such 'sacrifices' in the name of a good article. You can see the start of the campaign at the end of the article.

**S**easons of War: Firestorm is a complete campaign system in a box. What that means is that Firestorm gives you everything you need to link a series of games of Warhammer Age of Sigmar together as you and your opponents battle to conquer a portion of the Realm of Fire.

There are many different types of campaign, such as the narrative campaigns featured in the Realmgate Wars books or the tree campaigns and ladder campaigns described in the first General's Handbook. *Seasons of War: Firestorm* is a map campaign, which means that players battle it out to capture regions on a map – in this case, that map being of the Flamescar Plateau in Aqshy, the Realm of Fire. Everything you need is included in the box – the map, stickers to indicate control of regions, cards and full rules, so to get playing all you need to find is players and their armies.

## OUT ON CAMPAIGN

At the start of a campaign, each player chooses a Grand Alliance and rolls to see which corner region of the map they start in. Players may then add an Altar to any region of the map, which will grant them a bonus when fighting in that region. Each player then gets a deck of eight Domain cards and picks a Secret Objective card, which allow players to gain extra glory points – for example, Major Empire (which requires control of at least four regions) and Kingslayer (which requires slaying an enemy general).

Before a game, each player draws a hand of six cards from their Domain deck. Each Domain card gives the player a number of muster points (and sometimes other bonuses, too), used to determine the size of a player's army – a muster point can represent 10 Wounds' worth of models or 100 points in matched play.



## THE FLAMESCAR PLATEAU

The Flamescar Plateau is part of the Firelands of Aqshy and a key one to Sigmar's plans of reconquering the Mortal Realms. The region was once home to an imperious and puissant magocracy, the Agloraxi Empire, which was said to have mastered the secrets of reality itself, constructing vast mechanisms and arcane weapons capable of razing continents in eldritch fire. While the Agloraxi are long gone, the relics of their reign litter the Flamescar Plateau – ruined arcane sanctums, mountain-sized crystalline towers and fortress-sized automata are the grave markers of this mighty empire. Should a general be able to unlock the secrets of the Agloraxi, the Flamescar Plateau – maybe all of Aqshy – would be theirs for the taking...



As muster points are determined by the Domain cards the players draw at the start of a game, the armies involved in a battle can be of different sizes. (The difference is unlikely to be much, but sometimes being outnumbered is part of the campaign's challenge.) Players can also agree to increase or decrease what a muster point represents to play larger or smaller games.

Before picking their armies, players pick one of the 23 regions on the map to fight a battle in. Each region has its own Time of War rules that affect the battles fought there. In the Valley of Fallen Gods, for example, armies fight inside mountain-sized golems and units may be crushed by the falling parts of automata. During a battle, players can also make use of strategy points, another resource granted by some Domain cards. These can be spent on stratagems, such as night attacks, ambushes and inspiring speeches.

### STAKING A CLAIM

After a battle, the victor claims the region and gains a glory point. (Players can also gain glory points for completing Secret Objectives or by having certain Domain cards in their hand.) As players begin to gain control of regions, they can establish garrisons, which in turn will boost their muster points for battles in nearby regions.

Players can also spend build points – a resource granted by some Domain cards – to upgrade the cards in their Domain deck (for example, upgrading a Forge into a Foundry or a Mustering Ground into a Barracks). These upgrades can in turn grant players more muster points and build points and thereby increase their chances of getting a strong hand at the start of a game.

Players can also trade and parley with each other offering build points, ceding control of regions or lending Domain cards to rivals, in exchange for attacking (or not attacking) particular regions, ganging up on opponents or other favours.

### GLORIOUS VICTORIES

A player can win the campaign by having the most glory points at the end of the campaign (the duration chosen by the players) or win immediately by acquiring 30 glory points. Another way to win the campaign is by gaining control of the three strategic regions – the Caverns of Fulminax, the Infinity Gears and the Eyes of Prismatikon – and craft the Sceptre of Flame, a powerful relic of the long-dead Agloraxi Empire. Control of these four will give the victorious general the ability to wreak absolute devastation across the Mortal Realms – and rule of the Flamescar Plateau. For a time, at least.

### A LEGACY OF CARNAGE

Players can use the map of a completed Firestorm campaign to play a Legacy campaign.

At the start of a Legacy campaign, the Altars and Grand Alliance markers from the previous campaign are left in place on the map. The winner of the last campaign can then add a new Altar to any region that doesn't have one.

Each player then starts with a new set of Domain cards and Secret Objectives and the cycle of war on the Flamescar Plateau begins anew...





**PLAYER: JONATHAN STAPLETON**  
**ALLEGIANCE: KHARADRON OVERLORDS**



**Jonathan:** My plan is to get as many glory points as possible – I want to build out from the Coast of Ill Omen and get as many wins as possible to net a Total Glorious Victory as quickly as I can. The only problem I can foresee is huge swarms of enemies (like Skaven and Skinks) as my relatively small force just doesn't have the numbers to deal with them. That being said, once Dan or Mel have played their first game and placed a garrison, I'll try and seize it off them to complete my Secret Objective.

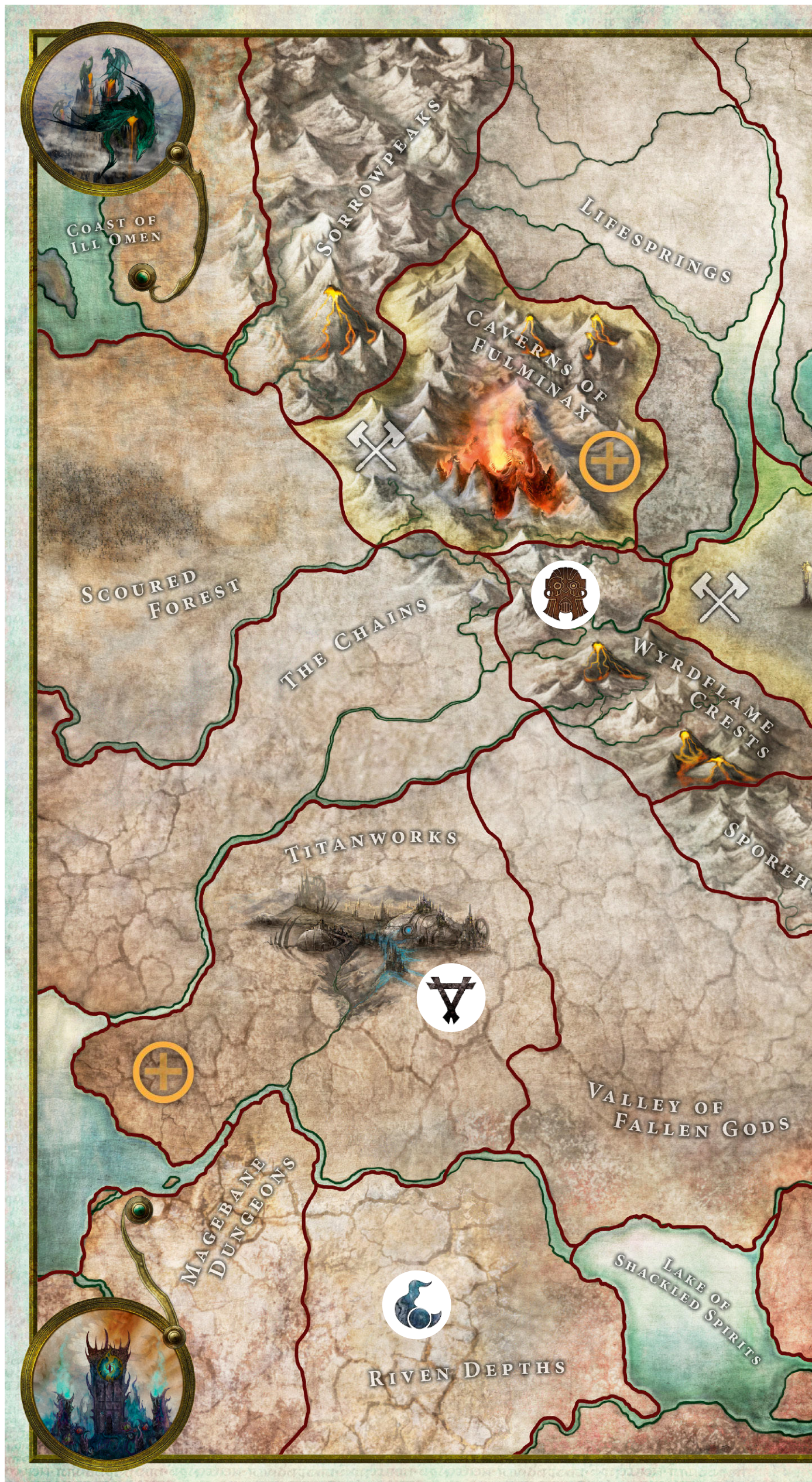


**PLAYER: STUART EDNEY**  
**ALLEGIANCE: DISCIPLES OF TZEENTCH**



**Stu:** My plan to win is simple enough – I'm going to try for a Realm Conqueror victory. It does require me to control specific parts of the map – so it will require a little bit of cunning obfuscation to stop any of my opponents catching on to my ultimate scheme until it's too late, but that's all in a day's work for any adept of Tzeentch worth his feathered staff...

I picked Glorious Underdog for my Secret Objective as it's something I can nab early on in the campaign to boost ahead.







### WINNING THE CAMPAIGN

Victory in our Firestorm campaign is, in theory, easy enough – just win the games you take part in. As we've four players, each has handily taken a victory condition – Jonathan is chasing after 30 glory points to secure a Total Glorious Victory, Dan is pushing to stay ahead by getting as many glory points as he can before the campaign ends, Stu is plotting a Realm Conqueror Victory and Mel is, by her own admission, playing it by ear – although that may just be a cunning ruse...

**PLAYER: DAN HARDEN**  
**ALLEGIANCE: SKAVEN**



**Dan:** I want to win and I'm hinging it all on the Secret Objective and the massive payday of glory points it can give me if I complete it. That'll put me ahead of the opposition.

The way you pick your army in this campaign does mean I can change my army for each game, just so I can give every part of my collection an airing on the battlefield – but I intend to make sure there's always lots of Clanrats, as in my opinion it's not a Skaven army without lots and lots of Clanrats!



**PLAYER: MELISSA HOLLAND**  
**ALLEGIANCE: SERAPHON**



**Melissa:** I didn't go into this with any kind of strategy – my main plan for this is to have fun and see how the story unfolds as we go along. It's not about winning for me, really – although I'd be lying if I said I didn't want to get at least a couple of victories under my belt. I'm pretty new to playing Warhammer Age of Sigmar so this is a great excuse to play a lot of games in a short period of time as well. The Secret Objective I picked is easy enough to get, too – I can complete it as I play along.





# THE WAR FOR THE PLATEAU BEGINS

The White Dwarf hobby room resounded to the sounds of battle as our intrepid generals started out on their campaign to conquer the Flamescar Plateau. The first forays into the region were skirmishes – if such a thing is possible with battles involving an Arkanaut Ironclad!

## GAME ONE

### STU VERSUS JONATHAN

The first game of the campaign was between Stu and Jonathan, which was a smaller affair than Dan and Mel's opening scrap – but the small scale gave both generals a chance to refresh themselves on the rules for Warhammer Age of Sigmar.

The battle took place at the Coast of Ill Omen – Jonathan's starting region – which gave him a huge advantage in muster points, letting him take his Ironclad along with a band of Endrinriggers. Stu opted to take a Tzaangor Shaman, a unit of Tzaangor Enlightened and a unit of Tzaangor Skyfires – all units with high mobility, a very useful trait to have when trying to nab all the objectives in the Blood and Glory battleplan.

The battle opened with Jonathan closing in and opening fire, failing to kill anything but immediately putting Stu onto the defensive – Stu was forced to cast Mystic Shield on the beleaguered Tzaangor Skyfires. The Enlightened closed the distance with the Endrinriggers taking the duardin apart – only for the Enlightened to be blown to pieces by supremacy mines as they went to charge the Ironclad in close combat in the next battle round.

The game then became a dance of who could grab the nearest objective, before Jonathan eventually managed to blow apart Stu's force, taking only minimal damage to his Ironclad. The Coast of Ill Omens was still Jonathan's and Stu slunk off into the shadows to lick his wounds and plot his revenge.





## GAME TWO DAN VERSUS MEL

If you read January's issue of *White Dwarf*, you'll know that this battle between Mel and Dan was a grudge match waiting to happen. Put simply, Dan introduced Mel and her Seraphon to Warhammer Age of Sigmar and his army of Skaven was battered for its efforts.

This time, the two decided to fight over an ancient artefact, with Dan's army being slightly larger but Mel able to draw on three strategy points.

The first couple of turns saw the Seraphon try and surround the Skaven but Mel soon found out how nasty Warfire thrower teams are when they incinerated the Terradon Riders. They might have targeted the wrong flyers, though, because when the Ripperdactyls got into combat they tore the Skaven apart like there was no tomorrow. The presence of a nearby Blot Toad made them even more ferocious and it was only Inspiring Presence that stopped Dan's Clanrats from fleeing in terror from them.

The Troglodon suffered an ignominious death at the hands of Dan's spell-casters and weapon teams but in return Mel's Bastiladon flattened the Doomwheel (as the Skinks snuck away from combat). The game looked like it could be a resounding victory for Dan until the Bastiladon unleashed its cargo of snakes, wiping out the Clanrats, two Warfire throwers, a Warlock Engineer, an Arch-Warlock and five Stormvermin! The remaining Stormvermin soon hacked it up, though, and secured Dan his first victory. ☠

### NEXT MONTH

The four generals continue their campaign to conquer the Flamescar Plateau.





# ARMIES ON PARADE 2017

Over the last few months, hobbyists have been working on their entries for Armies on Parade, Games Workshop's annual army-painting challenge. With parade weeks happening in stores right now, here are some of our favourite entries from around our head office.

## WARRIORS OF THE NORTHERN TUNDRA

KHORNE BLOODBOUND BY DOM MURRAY

"I've always loved the image of the frozen north and the Chaos Wastes from the world-that-was," says Dom, "but I'd never built and painted a Chaos army. This seemed like the perfect opportunity to take something that I love from the background and bring it to life in miniature form. The idea for the display was to have a Khorne warband swarming around the warlord's throne just before they run into battle. A Magewrath Throne was the perfect choice for this, with Arcane Ruins scattered around it to look like the remains of an ancient temple.

"When I paint a new army, I always consider what my three main colours for the models will be – for this force they are red, brass and white snow. I tend to dawdle when painting models, so getting a whole army finished can be quite a chore sometimes. To help, I opted for a really simple painting style of basecoat, wash and highlight – that's it. The models were all undercoated Mephiston Red, then the brass was picked out with Brass Scorpion and the metalwork with Leadbelcher. I then washed the red and brass with Agrax Earthshade Gloss and the silver with Nuln Oil Gloss – I wanted them to look quite slick, probably with blood. One highlight to each area and the models were almost finished."



"A few years ago I made it my mission to paint one of every plastic hero for Warhammer Age of Sigmar. That plan kind of fell by the wayside due to family life, but I really wanted to get the Chaos Lord done as he's one of my favourites – he's so brooding and mean looking and the perfect warlord for my army."



"The Khorne range has so many great characters but this Slaughterpriest is easily one of my favourites," says Dom. "He's suitably covered in blood, too."







"I wanted the Realmgate to look like it was Chaos-tainted, so I added the spare ball of energy from the Slaughterbrute kit to make it look like Chaos energy was floating through the gate. Of course, I painted it to look like blood!"



"The Slaughterbrute is my centrepiece – it adds scale and presence to the army," says Dom. "I painted it really simply – the raw skin is Blood for the Blood God over the Mephiston Red basecoat, while the black carapace is just Abaddon Black drybrushed with Brass Scorpion – I wanted to feature that colour on every model."





# ARMIES ON PARADE

## THE SONS OF GUILLIMAN

SPACE MARINES BY JAMES KARCH

James Karch is no stranger to painting armies well and quickly, and readers with very long memories may recall his original Sons of Guilliman army from years ago, so we started with the obvious question – why Primaris Space Marines?

“They’re Space Marines,” says James, laconic as ever. “I’d toyed with the idea since I first saw the Primaris Space Marines of painting up some as Sons of Guilliman to reinforce my existing army. I really like the models – they’ve got a clear aesthetic and a real sense of dynamism which makes them an absolute joy to paint.”

“Truth be told, if I’d thought about it, I’d have done them as a different Chapter – a new edition, a new army – but at this point I’m in too deep to stop. They really take to the quartered scheme as well, which helped a lot.”

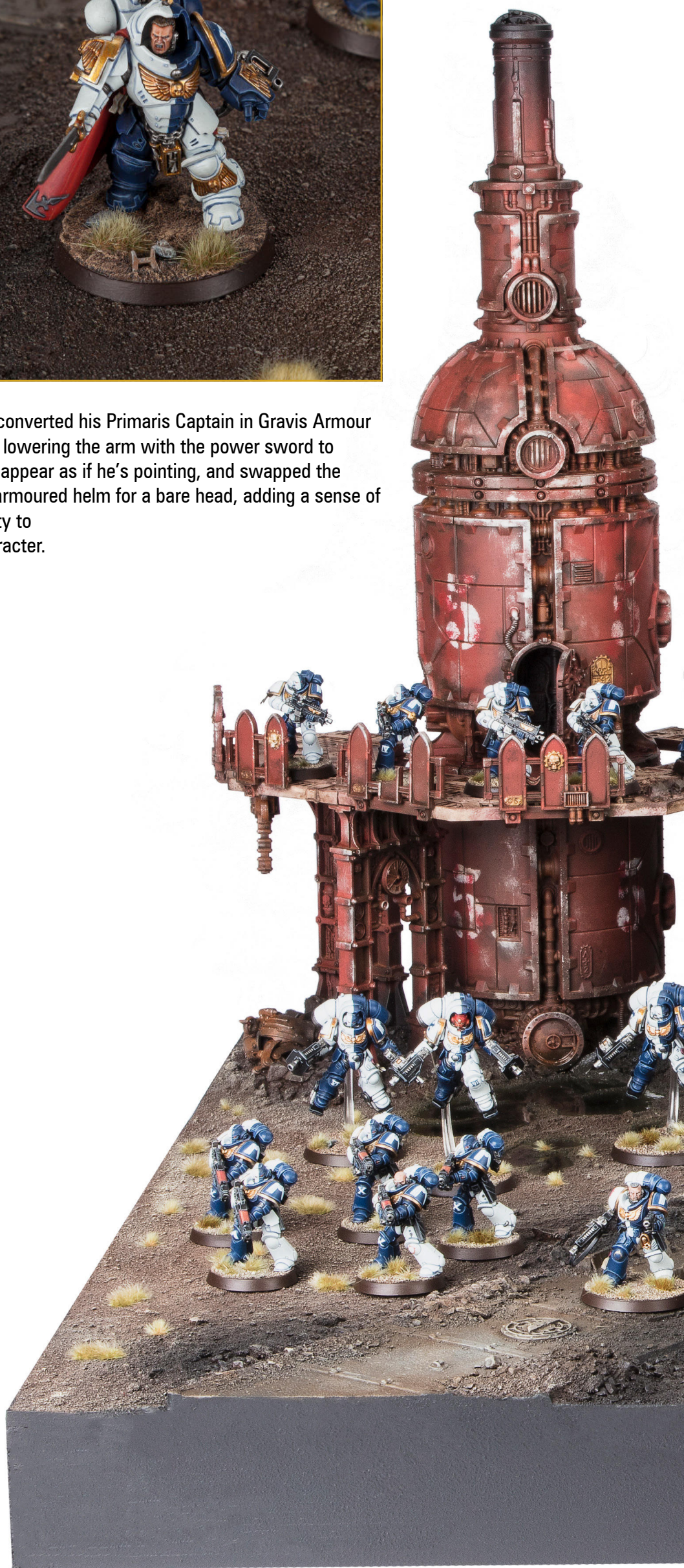
“My favourite unit has to be the Inceptors,” says James. “I found them a bit strange to start with, but once I started painting them, I quickly warmed to them to the point I like them more than everything else in the army. They were so much fun to paint – there’s lots of large panels on them, but they only have the same number of edges as an Intercessor, so they’re quick to do.”



James converted his Primaris Captain in Gravitas Armour slightly, lowering the arm with the power sword to make it appear as if he’s pointing, and swapped the power-armoured helm for a bare head, adding a sense of humanity to the character.



“The Redemptor Dreadnought is probably one of my favourite models in the whole Primaris range,” says James. “I had a lot of fun posing it when I built it. There’s just so much you can do with it.”







James used a variety of different honour markings and tiny conversions to make sure every single Primaris Marine in the army looks like an individual – sometimes, all it took was the tilt of the head.

“As you can see on the Hellblasters, the Chapter symbol has been done with freehand,” says James. “I based it around the ultima transfer you get in the boxed set, but then worked out from that. The designs are quite easy to do – they’re just geometric shapes – but do require patience and a steady hand.”





# ARMIES ON PARADE

## THE BLADES OF ARCHAON EVERCHOSEN OF CHAOS BY RIK TURNER

"I've collected Slaves to Darkness for years, yet it was only recently that I finally got around to painting Archaon to lead them," says Rik. "But this Armies on Parade project didn't start with Archaon – it actually began with the Chaos scenery. I'd wanted to paint the Dreadhold for a while and that gave me the idea to create a fortress gate with Archaon and his Varanguard charging out of it, just like the artwork in the battletomes but on a slightly smaller scale!"

"With the Dreadhold, I wanted to see how far I could push the design of the scenery kits, both in terms of how I could combine them and how big I could make a structure. In the end, I couldn't fit everything I'd created on the board and I had to scale it back a bit, but I was pleased with how it looked as it ended up framing the sides of the display with Archaon flying in the middle between the two towers.

"For the models, I followed Duncan's Warhammer TV video for Archaon and the stage-by-stage advice in the Everchosen Painting Guide. It meant I didn't have to think too much about the colour scheme, just actually get on with doing it. It was handy having Duncan there (well, on screen) to guide me along."



"I painted 12 Varanguard in total – a suitable bodyguard for the Everchosen, I reckon. There are parts in the kit for Varanguard dedicated to Khorne, Nurgle and Tzeentch, but none for poor, lost Slaanesh, so I converted three of the models with spare parts from my bits box to make them more Slaaneshi."



"The Varanguard are a really aggressive unit with a lot of forward movement, so having them charging out of the fortress gate provided a great narrative to the whole piece. I'm not sure that 12 of them is enough, though..."







"Archaon was easily the toughest part of the project," says Rik. "In the end he took me almost two months to complete. I've been painting for years, but it was really useful watching Duncan's painting videos for this model as he shows you not only what colours to use but how to apply them for clean colour transitions."

"The mega-displays in Warhammer World were hugely inspirational when it came to building my scenery. They gave me loads of ideas on how to combine parts, what bits would sit well where and where I would need to convert them."





# ARMIES ON PARADE

## THE CULT MECHANICUS

ADEPTUS MECHANICUS BY GARETH COSBY

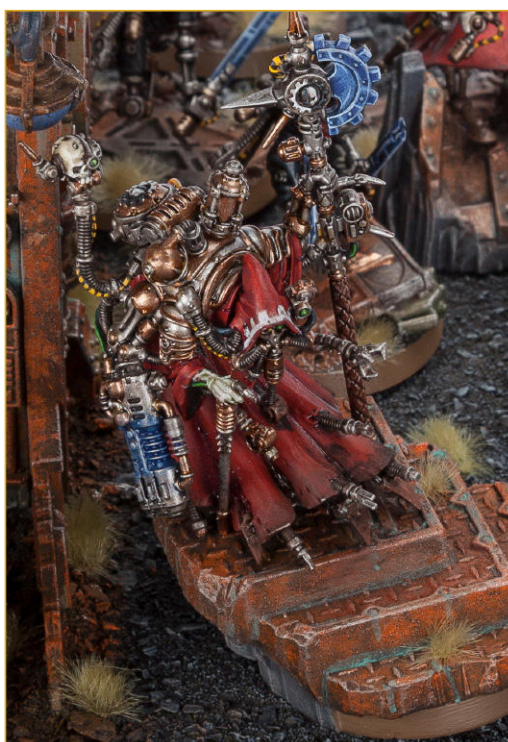
"I've always had a fascination with the Adeptus Mechanicus," says Gareth. "It goes back to the classic Codex Imperialis from 1992 and the John Blanche and Jes Goodwin artwork inside – now they've become a reality on the tabletop. As you might have guessed, I'm also a big fan of the Adeptus Mechanicus model range, and it's only now I've had the chance to put an army together.

"There was no way I wasn't going to paint the army in the classic Martian colours – how could I not? It's an iconic look. The Skitarii in particular were an absolute blast to paint – I sprayed them Leadbelcher, which then let me pick out the wires, cloth and robes on the side. It made them very easy to do, which is how I painted the army in six weeks, and the board in two.

"If I was forced to pick a favourite model – and it's not an easy choice to make – it may have to be the Sicarian Ruststalkers," says Gareth. "They've a sense of motion to them, but they're immersed in the Adeptus Mechanicus aesthetic, so you'd be hard pressed to work out where the organic components actually are. But I have to say, there's not a model on the board I don't love – the project was just to paint (mostly) Skitarii forces, but I think I'll be expanding the army soon." ☠

### COGS OF WAR

"The look of the board was inspired by the Void Shield Generator," says Gareth. "It seemed like a quintessentially Adeptus Mechanicus design – and trying to replicate it into a display board was quite a challenge. In the end, I found some decorative cogs and used those as the base, building the board up around it using Cities of Death kits and Promethium Relay pipes."



"I'm a big fan of the Tech-Priest Dominus," says Gareth. "It's like a Jes Goodwin sketch come to life. It captures the feel of those awesome art pieces from way back when perfectly."



"The Knight Crusader was a treat to paint," says Gareth. "It's a cracking kit and stands out as the army's centrepiece. It's painted in the colours of House Taranis as the rest of the army is Martian, so why wouldn't the Knight be? I'm finding it very hard to just stop at one Knight, though."





Gareth also added an Execution Force of Imperial Assassins to his army as a way of linking them to the wider Imperium. They also functioned as a nice contrast to the rest of the army, in blacks and whites with a little red to serve as a linking colour to the rest of the army – which doesn't detract from the idea the Assassins are a separate organisation.





**GOLDEN DEMON**

# 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 six winning Warhammer Age of Sigmar entries from Golden Demon: Classic 2017.

## GOLDEN DEMON

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



## THE KING OF STIPPLING

David makes great use of stippling on his miniatures. It's a painting technique he's used for decades, adapting it and combining it with other techniques such as non-metallic metals (painting a metal effect without using metallic paints). The textured armour of his Megaboss features quite a lot of stippling, which not only creates an impressive gradation of shading and colour, but also a rough, weatherbeaten texture perfect for orruk armour.



**GOLD, CLASSIC 2017, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE  
ORRUK MEGABOSS BY DAVID SOPER**





**D**avid Soper has been entering Golden Demon since it began back in 1987, winning a dozen statuettes and four Slayer Swords in that time. Here's what he has to say about his Ironjawz Megaboss.

"It was a case of love at first sight with this model," says David. "The Megaboss is a huge brute of an orruk with bulky, heavy-looking armour, but the miniature really conveys the dynamic power beneath all that weight. And that skull on his shoulder is just outrageous!"

"I put a little less planning into the Megaboss than some of my previous entries and many of the colour choices I made were gut instinct," continues David. "I decided to paint the majority of the armour like battered steel using non-metallic metals and I chose red as my secondary colour to contrast with the bare metal and the green orruk flesh. As the paint job progressed, I felt something was lacking and I needed to introduce another colour into

the armour. I decided on a black metal effect as it complemented the other colours I was using and provided a much-needed dark tone to the overall colour range while remaining neutral in tone. This also helped to balance things out when I added the lighter freehand glyphs and bone colours – particularly to the shoulder skull. The placement of the colours is designed to create an overall balance to the composition, but I've used the red and the freehand details to break the symmetry of the composition. I think the broken symmetry of the armour colours has a more orky feel to it."

#### WHAT THE JUDGES SAID

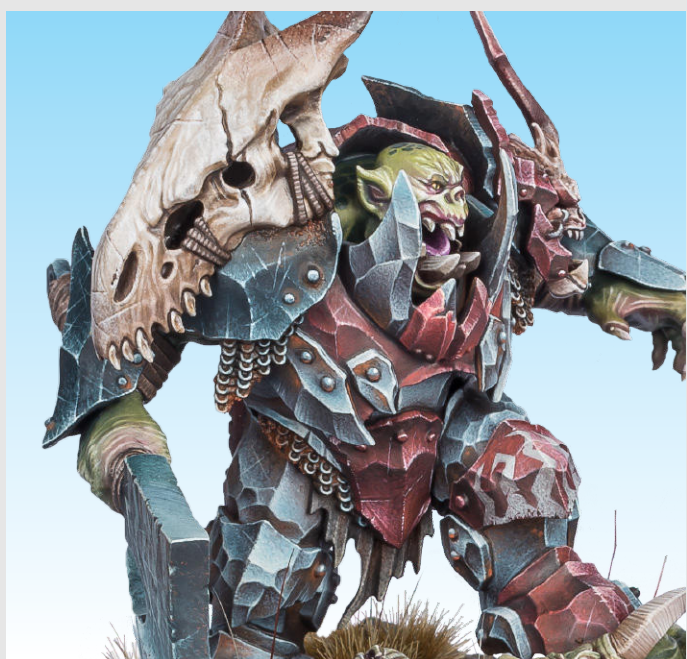
**"The textures that David has worked into his entry are incredible," says Golden Demon judge Darren Latham. "The orruk's skin is full of colour and very realistic, as is the skull on the model's shoulder. The base is a great touch, creating a narrative for the piece."**

#### EXTRA TEXTURE

"As the single most striking element of the model, the huge skull needed a lot of care and attention. I started off by painting the bone with a base of Rakarth Flesh. The shading was then created with a series of glazes using diluted yellow-brown and red-brown tones. I used Rhinox Hide to add a bit more depth and opacity to the colour of the horns. I built up the highlights on the skull by stippling on a mix of White Scar and Rakarth Flesh. The final highlights are pure white. Once the highlights were dry, I applied patches of the yellow-brown glaze to soften the effect and tie all the colours and textures together."



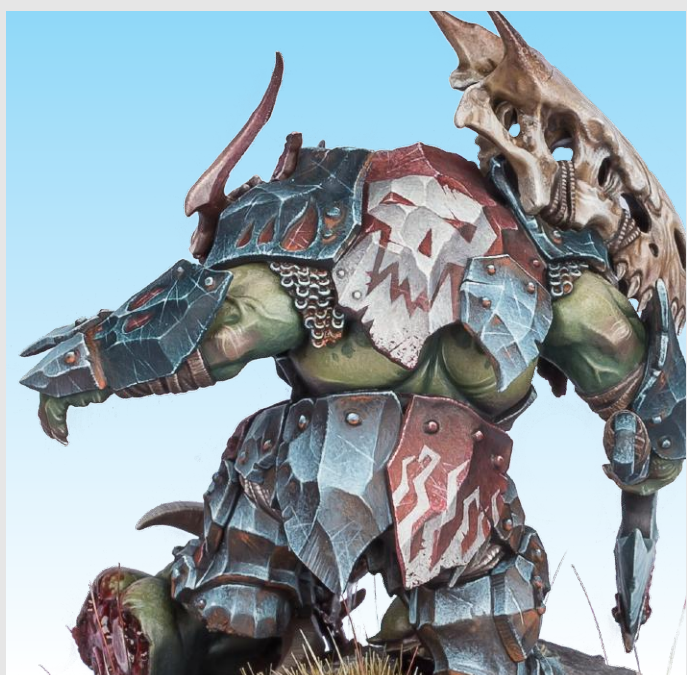
## GLYPHS AND GORE – DA WAY OF DA IRONJAWZ



1



2



3



4

"I built the Megaboss almost straight out of the pack, but I did trim down the jaw guard. I liked the bulky design, but I lowered it so that the face is now more visible (1).

David's Megaboss features some impressive freehand glyphs and designs (2 and 3). "I intended to paint elaborate, delicate tribal designs on his armour and weapons, but while this would have been striking and a great display of painting skill, it wouldn't have been appropriate for the model. The Megaboss is a big bold orruk, so my freehand designs had to look big bold and orky, too!"

The freshly decapitated Dracoth head on the base features some very realistic muscles and gore (4). "I sculpted the textures using Green Stuff and gave it a generous layer of blood and gore," says David. "It looked awful! I'd gone overboard with the blood and my mix was too opaque – it looked flat, dull and cartoony. I repainted the neck stump and applied a more translucent blood mix. As far as blood goes, less is more, and I completed the effect with a couple of coats of clear gloss varnish."

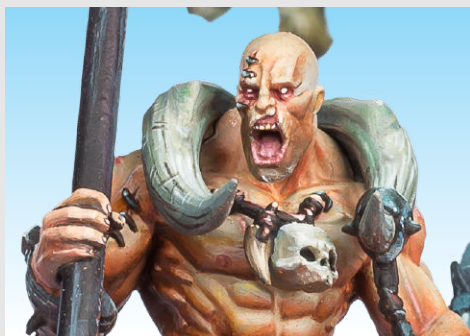


# GOLDEN DEMON

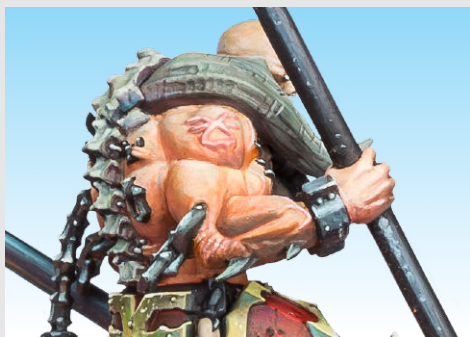
## FLYING THE FREEHAND FLAG

"I actually started this project about three years ago," says Karol. "I started with the banner, which was originally meant to be held by a Chaos Lord riding a dragon, but after so long working on it I decided to paint a single miniature to hold it instead – a Slaughterpriest. His pose worked well for what I had in mind, I just converted his arms to hold the banner. I painted him in the traditional Khorne colours of red and gold, using a non-metallic metal technique to make the armour look highly reflective. The pieces of art on the banner are not transfers or print-outs, but hand-painted recreations of three pieces of artwork from Games Workshop publications."

## THE FACE OF RAGE



1



2

Karol's Slaughterpriest is as well painted as the banner he carries (1). The model's skin is flawless, with excellent blending around the muscles, while the stubble on his chin suggests that he hasn't shaved in a while (he's too busy killing). The striations on the horns and spine (2) also show off Karol's mastery of different textures.

## WHAT THE JUDGES SAID

"Obviously the freehand banner is incredible," says 'Eavy Metal painter Anja Wettergren. "But the metal areas on the Slaughterpriest are also really well done – very subtle with some great colour in them. There's a good level of movement in the piece, too, the base balancing out the banner."



SILVER, CLASSIC 2017, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE  
**GLORY OF KHORNE BY KAROL RUDYK**



## THE FACE OF DEFIANCE

"The Darkoath Chieftain is the first Warhammer miniature I've painted in years and I've enjoyed it a lot," says Marc. "As a professional painter, I usually work with larger figures, but this model attracted my attention, particularly because of its face. While painting the Darkoath Chieftain, I tried to push the level of intricacy on the model beyond that of the sculpted detail, adding different textures to as many of the materials as I could. On the face, I tried to enhance the model's defiant expression. As the focal point of the model, I felt it was important to emphasise his character and I invested a lot of time in it, aiming for a greater level of realism."

### WHAT THE JUDGES SAID

"Marc's piece shows an excellent understanding of lighting and realism," says judge Joe Tomaszewski. "The model's face is astoundingly well painted and it really conveys the menacing character of the Darkoath Chieftain. The whole piece overall is wonderfully moody and atmospheric."

### TOP TIPS FROM THE JUDGES

"When working on an entry for Golden Demon, always prepare your model properly before you start painting," says Darren. "It may seem an obvious point, but a rogue mould line here or a part cut badly from the sprue will be noticed. It's the first thing that we'll see as judges and it can really let down a great paint job. The same thing applies if you're doing any conversions to your entry – the parts must match the rest of the model seamlessly with no visible joins or awkward transitions between the two."



BRONZE, CLASSIC 2017, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE  
**DARKOATH CHIEFTAIN BY MARC MASCLANS**

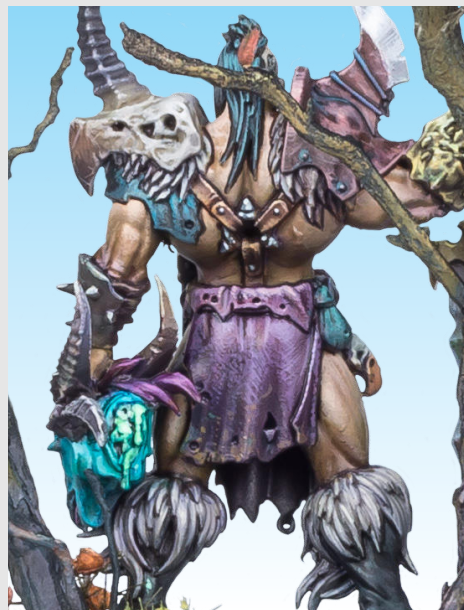
## AN EXERCISE IN TEXTURE



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2



3

Marc clearly succeeded in his quest to apply different textures to the model. Both the Chieftain's skin and sword show light reflecting off them (1), but the skin has a smooth sheen, while the sword has much harsher highlights, showing it is made of a harder material. In contrast, the Chieftain's metal vambrace and skull shoulder pad both look battered, worn and scuffed (2), as do his ragged tabard and loincloth (3).



# GOLDEN DEMON

GOLD, CLASSIC 2017, WARHAMMER AGE OF SIGMAR UNIT  
**VANGUARD-PALLADORS**  
BY CHRIS CLAYTON



## TOP TIPS FROM THE JUDGES

"Do plenty of research on the models you're painting," says Darren. "Read the background about them in their battletomes and codexes to find out where they fight, how they fight, how they maintain their equipment and wargear and so on. Look up their iconography and squad markings to find out which ones are most appropriate and where they should be placed on the model. Will you be able to paint those icons or will you be using transfers? This is all really important because it helps you to set your miniatures in the worlds they live and fight in and really bring them to life."

Our second gold winner this issue is this excellent unit of Stormcast Eternals Vanguard-Palladors painted by Chris Clayton. We asked Chris to tell us more about them.

"I'd been eager to work on some Stormcast Eternals for a while and the release of the Lord-Aquilor and the Vanguard-Palladors was the perfect opportunity. The Palladors are really dynamic and contrast well with the stoic pose of the Lord-Aquilor – visually they work really well as a unit and the heavily armoured riders provide a good juxtaposition to the sinuous feathered mounts. They also offer a wealth of painting possibilities in terms of the different elements involved in each figure – armour, fur, leather, fabric and feathers are all there, plus the added bonus of how to realise the exotic mounts.

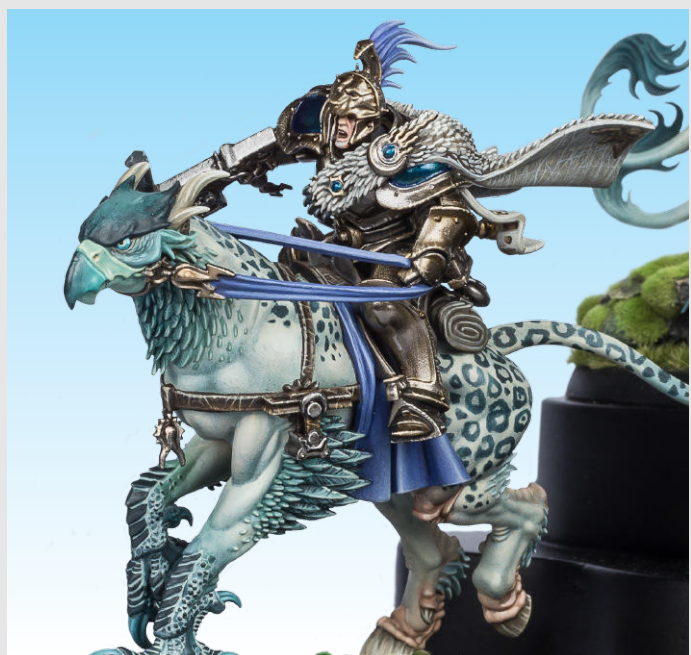
"I didn't have a particular Stormhost in mind when I began painting them – my colour choices evolved as I progressed. I find the idea of the Stormcast Eternals being

constantly reforged slightly sinister and I wanted to somehow reflect that. The gold armour isn't warm and lustrous but algid and brassy, reflecting their cold immortality. The cool teal of the Gryph-chargers provides some contrast, both in terms of colour saturation and finish, their matt skin next to the polished armour. Getting the metallic surfaces of the armour right was a real challenge, but ultimately very rewarding. The rich purple of the plumes, reigns and saddle cloths along with the leathery browns provide some warm spots of colour. The unit became quite a complex challenge in terms of combining all of the different textures.

"The Lord-Aquilor is my favourite model in the group as he has a real sense of gravity and is such a beautifully sculpted miniature. I'm also really proud of the fact that after a seven-year hiatus from the hobby, I was not only able to complete the unit and enter it at Golden Demon, but actually win my category, too!"



# THE VANGUARD KNIGHTS OF AZYR



1



2



3

## WHAT THE JUDGES SAID

"The first thing to note about Chris's Vanguard-Palladors are the Gryph-chargers. While they have an overall cold look to them, there is a subtle degree of warmth to their flesh (look at the knees and ankles) that really helps bring them to life," says Darren. "And, of course, the patterning is superb, really adding a level of high fantasy to the unit, which is further enhanced by the bases of the models. The gold armour of the Palladors themselves is uniquely done and wonderfully rendered, which really caught our eye – being creative with your painting is an important factor at Golden Demon."



4

"The Gryph-chargers needed to be striking and stand out," says Chris. "I researched countless real-world and prehistoric animal markings, but as these are magical beasts I mixed and matched some of the markings to suit the nature of the mounts. I also wanted the markings to denote rank. The two Gryph-chargers carrying the Vanguard-Palladors share a kind of big-cat spot pattern (1), the Pallador-Prime's mount has jagged stripes (2) and the Lord-Aquilor's Gryph-charger has a more elaborate, almost flame-like set of markings."

"I utilise many different techniques when painting," adds Chris. "The base tones of the Gryph-chargers were initially airbrushed, followed by lots of wet-blended highlights and countless glazes for the shadows (3). Details and markings were painted in over several layers, keeping the paint thin and gradually building up the tones. Most of the figures were left in sub-assemblies for ease of painting and were only fully assembled once all of the painting was completed."

"I like to challenge myself with every new project and this unit was no exception. I employed my usual techniques of a combination of airbrush and brushwork, but after a visit to Warhammer World and seeing the amazing Studio armies, I really wanted to push my brush skills into creating more contrast and crisper details. I also became obsessed with finding the right kind of metallic finish for the armour, to the point that I ended up creating my own lacquer-based paint containing 22ct gold gilder's powder. This was enhanced further with thin glazes of vintage Citadel inks to give depth (4). The pauldrons and some other small details were glazed with (the old) Sky Blue ink to give an anodised appearance."



# GOLDEN DEMON

## WHEN PAINTING JUST ISN'T ENOUGH

"The central figure of my entry is my interpretation of Ikit Claw," says Adie. "I loved the figure of him when I first saw it, but I wanted to do a bigger, meaner version of him. I used the head and weapons systems from the miniature and scratch-built my own version using modelling putty over a wire armature. The inner two Rat Ogors are unconverted ones from Spire of Dawn, while the beastie with the banner is a Stormfiend with some minor alterations and modifications. That just leaves the uber-ogor, which I converted from ogor and Skaven parts. He was augmented with loads of bits from my spares box and given four heavily weaponised arms."

## WHAT THE JUDGES SAID

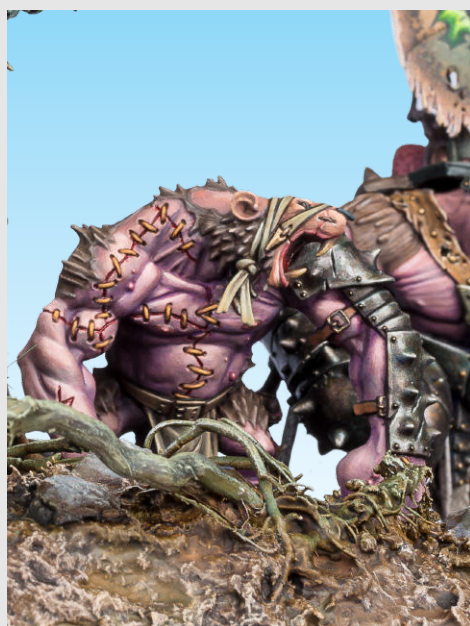
"Adie's entry has great composition, which is an important factor in this category" says Joe. "None of the models obscure any of the others and you can clearly pick out the boss. The blending across all the models is stunning and the freehand banner is awesomely painted."



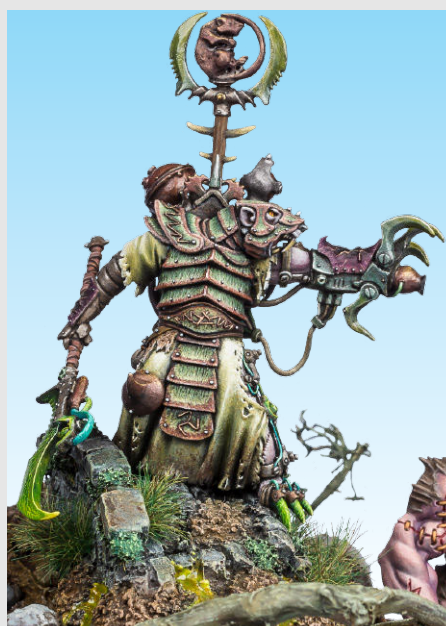
SILVER, CLASSIC 2017, WARHAMMER AGE OF SIGMAR UNIT  
**IKIT CLAW'S RAT OGOR BROOD BY ADIE BAY**

## UP CLOSE WITH THE MONSTROUS MENAGERIE

The pinkish skin tone to Adie's Rat Ogors gives them a raw, freshly grown feel, like hairless rats (1 and 2). "I chose a purple, flesh and green colour palette for this entry simply because it looks discordant," says Adie. While the Rat Ogors feature green as a spot colour on their weapons and chunks of warpstone, Ikit Claw (3) is almost entirely tinged an unhealthy green, from his armour and robes to his weapons and mechanical toes.



1



2



3



## EVIL AND BOLD, BUT MOSTLY EVIL

“My aim with the Legion of Azgorh was to give the models a dark, evil but still ‘real’ look to their metal armour, so I painted it with brown, grey and red earthy colours,” says Stefan. “The problem then was that they looked a bit dull and I realised I needed a strong colour to make them pop and help them get some attention on the Golden Demon battlefield. I settled on a bright blue-green for their beards – that would do the trick! The magenta I picked as a strong contrasting colour to their beards – it first appeared on the magic flame in the Daemonsmith’s hand and I decided to use the colour on the other models in the unit to unify the colour scheme.” ☠

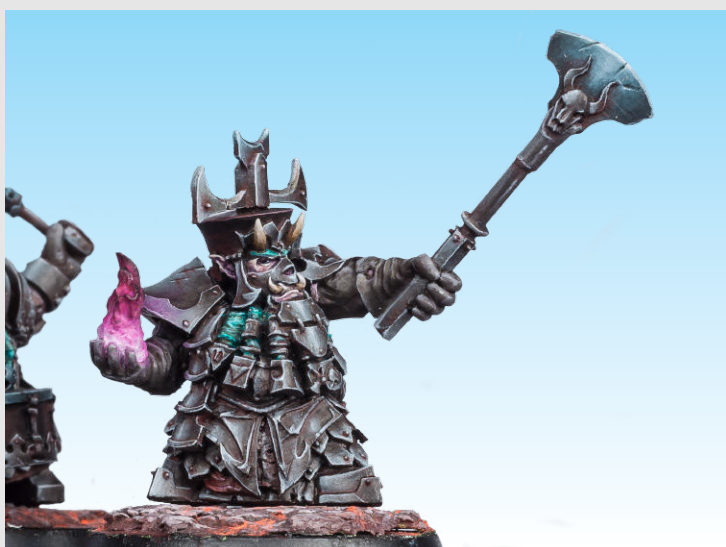
## WHAT THE JUDGES SAID

“Stefan’s painting is really clean and sharp, which helps capture the armoured solidity of the miniatures really well,” says Anja. “He’s picked good spot colours that really make the models pop and interesting bases that, really importantly, don’t overpower the models.”

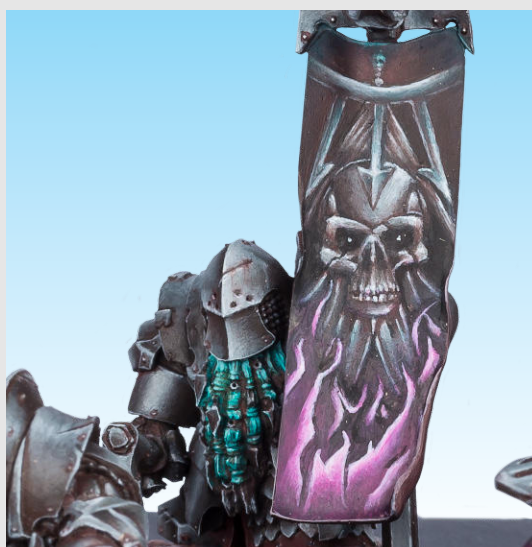


BRONZE, CLASSIC 2017, WARHAMMER AGE OF SIGMAR UNIT  
LEGION OF AZGORH BY STEFAN JOHNSON

## IRON-FORGED WARRIORS OF THE DAWI ZHARR



1



2

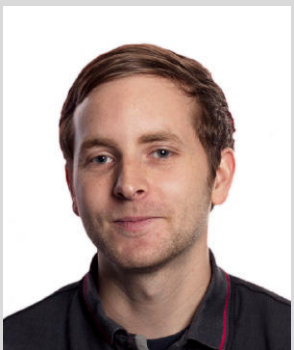
The Daemonsmiths at the front of the unit are both Forge World event-exclusive miniatures – this one is from 2014 (1). Here you can see the ruddy, earthy tones that Stefan has worked into the model’s armour. Note also the lighting effect on the model’s shoulder.

Stefan used the same magenta spot colour (described by him as “bubblegum pink”) on the unit’s standard bearer (2) to visually tie it to the rest of the models.



# 'EAVY METAL MASTERS

The 'Eavy Metal team are rated amongst the greatest miniatures painters in the world. In this, the first of a new series of articles, we look at one team member's favourite creations and find out how they brought them to life. This month, Tom Winstone is in the limelight.



## TOM WINSTONE

Tom joined the 'Eavy Metal team back in 2009 and, despite leaving the team for a bit early on, soon became a fixture. Like all 'Eavy Metal painters he puts a great deal of thought into how to paint a miniature, a fact that became very clear when he painted the mighty Magnus the Red.

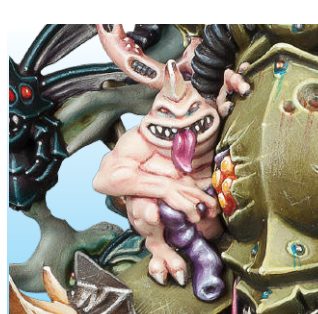
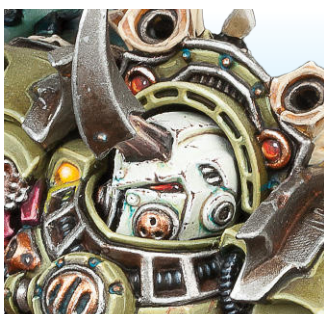
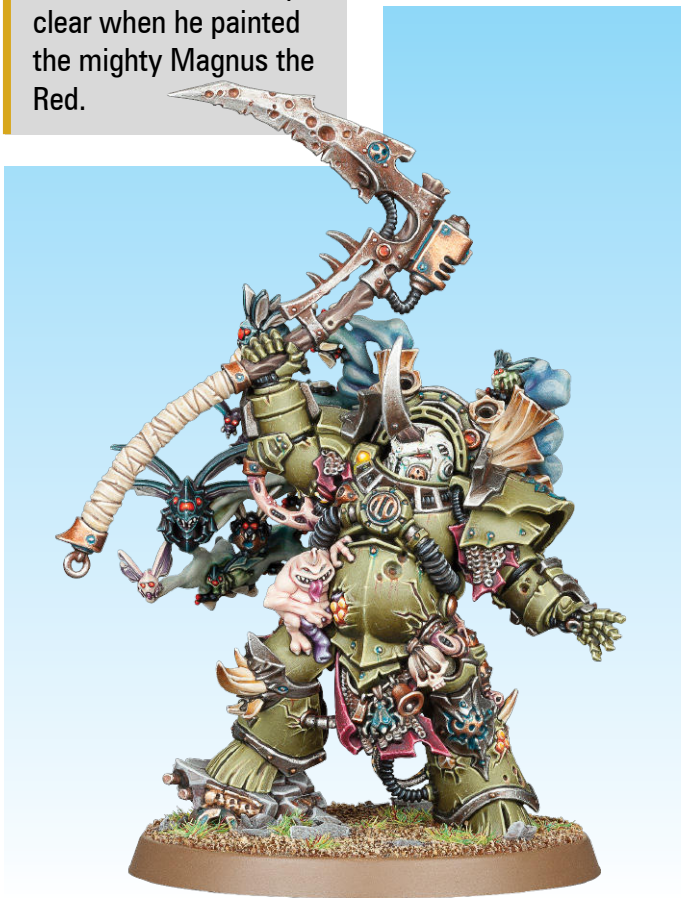
**T**he 'Eavy Metal team paint many of the miniatures that you see in our codexes and rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of White Dwarf. 'Eavy Metal Masters is all about celebrating the work of these exceptional painters, showing off some of their favourite models along with their personal thoughts on what it was like painting them. We also ask them to provide some useful snippets of advice that you can take away and apply to your own miniatures. The first member of the team to take up the baton (well, brush) is Tom Winstone.

"I got into painting miniatures back in the late '80s with HeroQuest," says Tom. "The first character models I recall painting were Tyrion and Teclis – I spent ages on them and it was then that I really realised how much I loved painting miniatures. Following school I went to

art college where I started to appreciate miniature painting as an art form rather than just a hobby and after that I had a job building furniture before turning my attention fully towards painting. Even at that point I wanted to paint like 'Eavy Metal – I was really heavily influenced by the way they painted and wanted to emulate that style, which took a lot of practice to even come close to. While I'm now part of the 'Eavy Metal team, I still have my own painting traits – I don't go in for non-metallic metals and high contrast paint jobs, preferring more muted colours and subtle blending. I could sit and blend paint for hours. Here you can see a few of my favourite models that I've painted over the years, from my first character model, Gabriel Seth, to my latest, Typhus. I didn't realise until I picked them how many of them feature the colour red – it seems to be a colour I really like using!"

## TYPHUS

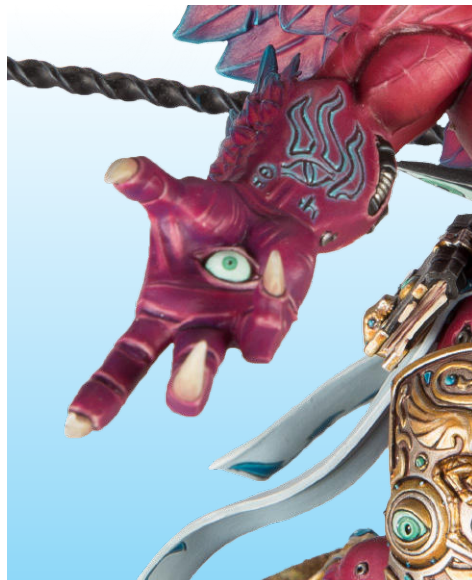
**Tom:** All of our armies have a visual identity and colour palette. Nurgle miniatures tend towards natural, organic tones with lots of muted greens, browns and yellows that lend themselves well to smooth blending and heavy shading, which was the approach I took when painting Typhus. He was an interesting project because there has been a model painted of him before, so I had to decide how closely I was going to follow the look of it while bringing his colour scheme in line with the new Death Guard army. Fortunately his old colour scheme was pretty similar. I kept some of his original details such as his bare metal shoulder trims (rather than brass ones) and his white helmet. Small details like this help mark him out as different from the models that surround him. The white helmet – while a visual link back to his Legion's original armour colour – was also a great way of drawing the eye towards his head – the focal part of the model. Terminator armour is very bulky and surrounds the head entirely, so it's good to emphasise the face.





## MAGNUS THE RED, DAEMON PRIMARCH OF TZEENTCH

Tom: Magnus was the longest and hardest project I've ever done, taking around 300 hours of painting. We did consider painting him blue, like the original Epic model, but there were two reasons we didn't. Firstly, his name! Secondly, we have to consider him as part of a whole army – Rubric Marines wear blue and gold, Lords of Change are blue. Magnus needed to be a different colour to stand out from the rest – to show he's a level above them all. I chose to paint his skin with a pinkish hue as it makes the colour transition to purple and blue a lot easier. It's also a colour synonymous with Tzeentch – a deep red would have looked too Khornate.

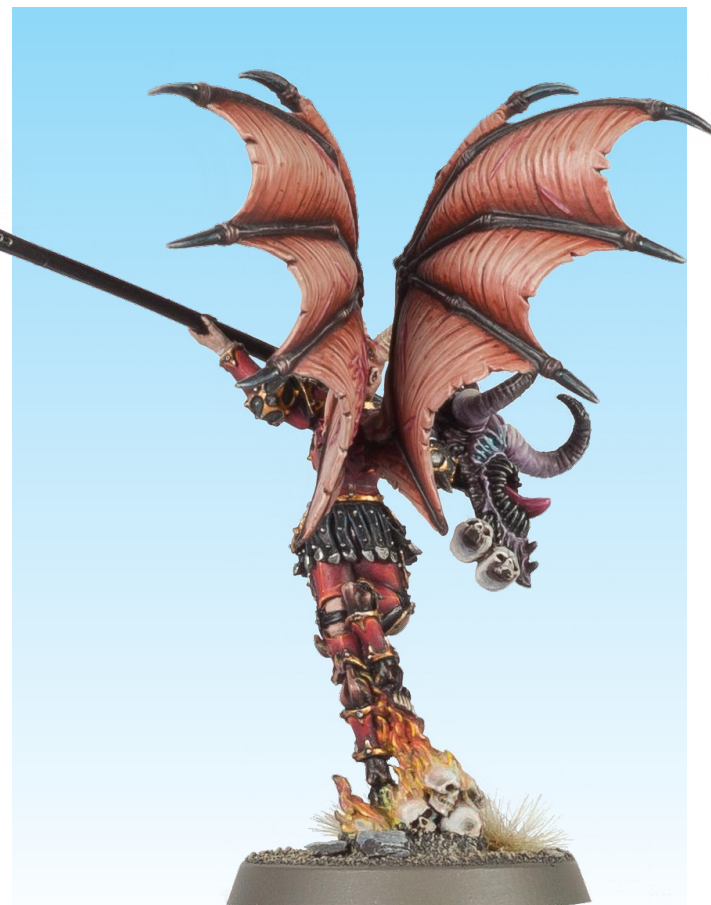


**Tom:** Yellow and green are natural colours and we're so used to seeing them that they can disappear into their surroundings. Red and blue, however, are really powerful colours that catch the eye – they're not unnatural, but much rarer and normally signify something important or dangerous. It's why we often use red for gemstones and blue for energy effects such as plasma coils and power fields. Magnus features both colours heavily (in varying tones) and really stands out as a result.



## VALKIA THE BLOODY

**Tom:** Valkia is special to me because the colour scheme that I chose was copied for the artwork on the front cover of *Reaper*, Sarah Cawkwell's novel about her. Valkia was a tough exercise in working with a set colour palette – the red, brass, black and bone of Khorne. Her shield made the whole process even more complicated as it doesn't follow the colour scheme at all, it being a Slaanesh Daemon. I chose to paint it in the purple-grey of Slaanesh, which isn't too obtrusive to the main colour scheme. Something to note is that there are three different ways of painting bone on the model – the shield's horns are grey to match its pastel colour palette, while Valkia's horns have a red tint to match her overall warm colour scheme. The skulls are a more neutral cream.



## GABRIEL SETH

**Tom:** Gabriel Seth was the first character model I painted for 'Eavy Metal back in 2009. I chose to paint his armour with a stippled effect, which is unusual on smooth Space Marine power armour, but I felt it helped show off the antiquity of his wargear – that it's built up a patina over many years. I gave the Chapter symbols on his knee and shoulder a bluish tint rather than paint them as pure white and I did the same with the iron halo behind his head and the leather wrapping on his chainblade. This meant I had a consistent spot colour across the model and the pastel blue tone contrasts well with the rich red armour.



## PRIMARIS LIBRARIAN

**Tom:** This is one of my more recent models and it's an interesting study in using several similar colours on one model. For example, there are three different blues on him and three different yellows. There's the dark blue armour, a light blue Ultramarines shoulder pad and the cyan force sword, glowing eyes and hand. Then there's the cream-yellow robes, the bright yellow cabling and the gold armour details. All the yellow and blue areas have unique textures, effects or are made of different materials, so it's best to paint them with different techniques and tones to help convey that.





## BEASTCLAW RAIDERS FROSTLORD ON STONEHORN

Tom: Painting the Stonehorn was a lot of fun – I was taking a kit that had been around for a few years and pushing its colour scheme in a different direction. We wanted to give the Beastclaw Raiders a strong wintery identity with lots of icy blues, whites and greys in their

colour scheme, so that's where I started. I think a lot of people get intimidated by large models like this, but actually a lot of it is fur, so you don't need to use difficult and time-consuming techniques like edge highlighting – drybrushing and lots of thin, neatly applied layers work fine.



**Tom:** The model has an overall cool colour scheme but there are warmer patches on it such as the ogor's skin, the skulls and bones, the leather straps and the Stonehorn's gums. It's important to keep that balance of warm and cool even if it is minimal, as it helps emphasise the coldness of the piece. Treat warm and cool areas like spot colours – you don't want the top half of a model to be warm and the lower half cool, you want to spread the temperatures across the whole piece.



**We've seen some of Tom's favourite miniatures from the last few years, but what do his fellow painters have to say about his work? We asked them what models they think are Tom's most impressive pieces.**

### **DUARDIN LONGBEARDS**

"I really like Tom's colour variant of the Duardin Longbeards," says 'Eavy Metal's Max Faleij. "It's nice to see them painted in a colour scheme that isn't the traditional silver – the red and teal combination that Tom picked is really striking and great example of Tom's clean and precise style."

"The banner features a runic depiction of an ancestor-head motif. It's a simple but well-rendered design, just like you'd expect from the duardin."



"The beards are painted differently to the armour with soft transitions and less contrast, making the hair look soft and light."



"A variety of neutral colours on the beards sets each model apart just enough to give the unit extra depth and character."



"The large areas of hot, matte, deep red armour contrast well with the smaller spot details of cold, bright, reflective teal."



"Gold not only looks suitably regal, it also acts as the third colour in a triadic colour palette of red, blue and yellow."



### **ULRIK THE SLAYER**

"Tom's version of Ulrik the Slayer is a great example of how to use spot colours and feature colours on a model," says painter Simon Adams. "Ulrik wears black armour, which is dark and neutral, so Tom complemented it with bright yellow (including gold) as the spot colour. He's kept the yellow areas small, though – they're not the secondary colour on the model. Then there's the red cape, which Tom has painted very dark. He's desaturated the colour and pushed it further towards black, meaning that it doesn't draw the eye away from the core of the model, which could easily happen if it was bright red. Understanding colour theory is crucial to great painting."





## GENESTEALER CULT METAMORPH HYBRIDS

“When it comes to painting units, it’s hard to fault Tom’s quality and consistency,” says fellow painter Chris Innes. “That’s a key factor to painting a unit well – ensuring that they are all of the same quality. Tom painted many of the Genestealer Cultists from the Deathwatch boxed set, too, and they are painted in the same style, colours and level of detail as the Metamorphs even though he painted them months apart. Tom also brings a lot of old-school knowledge to the painting team – he has immersed himself so deeply in the worlds of Warhammer and he’ll often add little touches to the miniatures that others wouldn’t think to do, such as the tiny freehand flame icons on the hand flamer fuel canisters. It’s this delicate application of knowledge that adds extra credibility to his work.” 🦴

“Red is used as the hierarchical colour in the Studio’s Genestealer Cults army. The more red a model wears, the higher its rank.”



“The Metamorphs have an analogous colour scheme, meaning most of their colours are very similar tonally.”



**“It’s this delicate application of knowledge that adds extra credibility to his work.”**

“Tom used yellow as the spot colour on the Metamorphs. It can be seen on the fuel canister, the spotlight and the cult icon.”



“Even the tiniest details have to be superbly painted if they’re to be seen – such as the stick of dynamite on the model’s belt.”

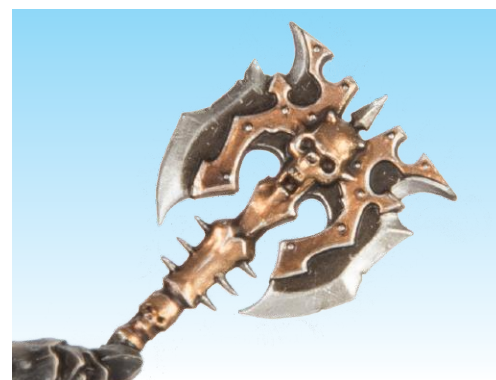
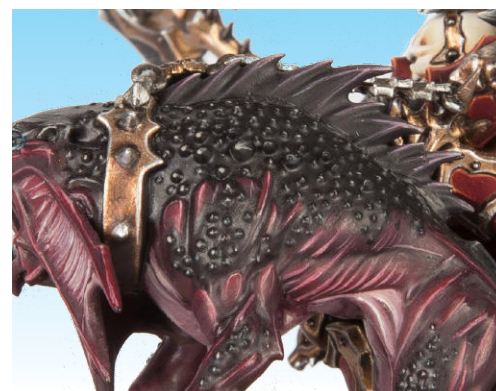


“The symbol that Tom painted on the fuel canisters may be tiny, but it adds veracity to the deadly contents of the containers.”



## KORGHOS KHUL

“I picked this model because Tom has done some really great work with red!” says miniatures designer and former ‘Eavy Metal painter Joe Tomaszewski. “He’s made Khul’s armour look really dark and moody but kept the richness to it – it’s not good-guy red like Blood Angels power armour, for example. He’s also painted the armour a different way to the cape, which is a very deep red, almost black, while his Flesh Hound is more crimson. It’s the same colour palette, but the shades and tones have all been shifted around to provide variety. I especially like the difference between the hound’s dark, gnarly back and its fleshy crest.”





# ADAPT AND CONQUER

A new breed of codexes is upon us for Warhammer 40,000. Jes Bickham, creative writing manager in the Design Studio, takes us aboard the hive ships and straight inside the geno-vats of the new Codex: Tyranids for a peek at what's new...



**JES BICKHAM**

Often rumoured to be a hive creature from the void between the stars himself, Jes is a long-standing Tyranid collector and proud owner of his own Hive Fleet, Eumenides. One of his favourite things to do in the Design Studio when he's not herding writers is to find new ways to make Tyranids even gribblier.

**Y**ou might think that since launching the new edition of Warhammer 40,000 and the attendant Index books, the Design Studio have taken a little break. But no – resting on laurels is not for us (they're not very comfy). Pausing only to mop our collective brow, we jumped head-first into an ambitious plan to develop codexes for all Warhammer 40,000 factions in a shorter time frame than ever. You've already seen the first fruits of this endeavour with the huge new Codex: Space Marines and follow-ups from Chaos Space Marines, Grey Knights and Death Guard, but this month two new codexes arrive which are emblematic, we reckon, of the exciting new background and epic new rules content we aim to stuff our books full of. If you're an Aeldari fan then the new Codex:

Craftworlds is going to be – we hope! – just your cup of alien synth-brew. Building on the rules presented in Index: Xenos I, between its covers you'll find a quantum leap forward in terms of new gaming content: rules for the major craftworlds, a Maiden World's worth of stratagems, relics, warlord traits, tactical objectives and more. And in the background section of the book you'll find oodles of thrilling new drama: Biel-Tan is shattered, the Great Rift has opened and the Aeldari God of the Dead walks reality. It's not a great time to be the last of a dying race but if history has taught us anything, it's that the Aeldari always find a way to turn tragedy into a fighting chance to survive. How will you reflect that in your armies and your games? Hopefully the raft of new stories and lore in the new codex will give you plenty of grist for that war-mill!



# RETURN OF THE SCREAMER-KILLER

Once upon a time, the Carnifex was the biggest and baddest Tyranid monster in all the galaxy. Its hour has come round again at last...

Way back in 2004, the fourth-edition Codex: Tyranids was released, alongside the still-stunning plastic Carnifex kit, designed by none other than Jes Goodwin. Back then, the Carnifex was the Great Devourer's biggest beast, but time, adaptation and further contact with the Imperium has seen even larger and more destructive bioforms unleashed – think of the Haruspex, Tyrannofex and Trygon, for starters. So where does that leave the Hive Mind's signature line-breaker these days and what role does it fulfil in the new codex?

Well, we went right back to the kit to decide. The Carnifex box is awash with options and biomorphs, the use of which in the game has been reduced over time. We brought it all back and in doing so realised that the Carnifex is still a terrifying bruiser – and one that is the most adaptable of the Hive Mind's charges: a biomechanical Swiss army knife of lethal intent. Where Exocrines and Mawlocs have been adapted to fulfil a specific role, the Carnifex is possessed of a genetic flexibility that allows it to excel at anything the Hive Mind needs it to. It's all down to how you want to build it!

All those different heads in the kit now have an effect in games once again – from bio-plasma to enhanced senses, from tusks to the charmingly named monstrous acid maw. There's also chitin thorns, spine bank and spore cyst carapaces, toxin sacs, adrenal glands and more. Throw in a wealth of ranged and melee biomorphs to choose from and you'll see the Carnifex is the ultimate image of adaptable bio-warfare – a brood of them on the battlefield can be tooled up to overcome any resistance.

But that's not all. We also wanted to bring back some classic variants of the Carnifex so consistently successful that the Hive Mind employs them as 'genofixed' types. So welcome back, dear readers, the scythe-armed Screamer-Killer (the name for the very first Carnifex miniature!) and the Thornback, an anti-infantry horror first mentioned in that fourth-edition codex. We very much hope all budding Hive Minds everywhere will enjoy using them to generate copious amounts of delicious biomass!

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POWER

SCREAMER-KILLERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Screamer-Killer	7"	4+	4+	6	7	8	4	6	3+

This unit contains 1 Screamer-Killer. It can include 1 additional Screamer-Killer (Power Rating +6) or 2 additional Screamer-Killers (Power Rating +12). Each model is armed with a bio-plasmic scream and two pairs of monstrous scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasmic scream	18"	Assault D6	7	-4	1	-
Monstrous scything talons	Melee	Melee	User	-3	3	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.

WARGEAR OPTIONS

- Any model may have toxin sacs and/or adrenal glands (pg 113).
- Any model may have spore cysts.

ABILITIES

Instinctive Behaviour (pg 82)

Living Battering Ram: When a Screamer-Killer finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers a mortal wound. In addition, add 1 to all hit rolls in the Fight phase for a Screamer-Killer that charged in the same turn.

Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.

Spore Cysts: Your opponent must subtract 1 from their hit rolls for ranged attacks that target a Screamer-Killer with spore cysts. This is not cumulative with the penalties to hit rolls incurred from the Shrouding Spores ability (pg 95).


Terrifying: Your opponent must add 1 to any Morale tests for enemy units within 8" of one or more Screamer-Killers.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>


KEYWORDS

MONSTER, CARNIFEX, SCREAMER-KILLERS



An ear-splitting shriek fills the air as super-hot bio-plasma builds up within a Screamer-Killer's maw.

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The Screamer-Killer is armed with two pairs of monstrous scything talons and a bio-plasmic scream – making it perhaps the most aptly named biomorph in the Tyranid army, as the Screamer-Killer screams while it kills and kills with its screams!



# DESIGNERS' NOTES

## EVOLVE OR DIE

Codex: Tyranids brings with it lots of improvements over the rules we printed in Index: Xenos 2. Little changes help certain units behave more like you'd expect: Lictors are no longer subject to Instinctive Behaviour, for example, as they excel at operating independently. But there's bigger news!

The Neurothrope – so far an upgrade for Zoanthropes – is now an HQ choice with its own profile and abilities. The obvious benefit to this is that you can now have a terrifying psychic alien leading your army – and you can create a Vanguard detachment made up purely of Zoanthropes!



If it's possible, however, the new Codex: Tyranids holds even more exciting developments for fans of the Hive Mind. In true bio-engineered fashion, it's ruthlessly adapted its many host species to better survive and conquer in a galaxy filled with horror like never before. Where do we begin? As always, with a story...

The opening of the Great Rift has provided a wonderful hook for telling new stories with all of the factions of Warhammer 40,000. First and foremost, it's put Chaos right in everybody's faces (quite literally, in some cases) but it's also meant very different things to different races, factions and organisations. And so, then, what does it mean for the Tyranids, an extra-galactic horror whose only purpose is to invade, feed and reproduce? Well, you might very well think that the manifold new combat fronts opened up by new Chaos incursions means more biomass to consume and therefore a big 'thumbs up' for the Hive Mind – and, yes, that's largely true. But it begs other questions, too. Many of those Chaos incursions involve Daemons, abroad in the galaxy now in numbers unimagined, and if the Fall of Shadowbrink showed us anything,

it's that Tyranids can't digest warp-borne ichor.

So, first question: what does the Great Devourer do in the face of inedible opponents? And second question: what if any hive fleets were caught in the cataclysmic opening of the Great Rift? Would they have been torn from reality and flung across the galaxy – or even through time? These questions provided fine hooks to explore where the Tyranids are 'now', with the Great Rift opened, Roboute Guilliman returned and Chaos closer to victory than ever.

And developing these narratives also helped us with creating new rules. One thing we've done with the new codex – which has never been done in any previous codex – has been to come up with army abilities for seven distinct hive fleets, in the same manner as Chapter Traits. Exciting stuff, yes? Yes indeed. But in order to do that we needed to understand what the character of each hive fleet was and in some cases invent or extrapolate new ones. For the 'big three' hive fleets, the answer lay in the swathes of stories and background we'd already written about them.



## THERE MUST BE A WHOLE NEST OF THEM!

The humble Genestealer got a great rules boost in the latest edition of Warhammer 40,000 and, while as fittingly vulnerable to boltgun and flamer as ever, they are now as deadly as they should be. They're fast, lethal and, when led by a Broodlord, utterly terrifying!

Similarly to the Carnifex, we looked afresh at the actual plastic kit and updated the rules appropriately. Genestealers now have access to two biomorphs

represented by different heads – flesh-hooks and acid maws. (The classic 'Ymgarl' head now represents by the appropriately gribbly Feeder Tendrils stratagem.) But even better, there's now an in-game use for the four small scenery pieces that come with the Genestealers! A brood is now able to take up to four infestation nodes, which you place in your deployment zone as alternative deployment points. Be careful, though – if an enemy gets too close to a node it gets removed from play... so watch out for flyers!



# AND NOW, A WORD FROM THE STUDIO PLAYTESTERS

**Warhammer 40,000 and its codexes have been polished to a bright sheen by a shadowy cabal of passionate playtesters involved in the biggest tournaments the world over. Mike Brandt was one of the playtesters for Codex: Tyranids so we spoke to him about how the rules developed.**

Mike Brandt runs the NOVA Open Tabletop Wargaming Convention, a charity-focused convention held in Washington, DC at the end of every Summer. Mike started Warhammer 40,000 all the way back in 1992 with Tyranids, and they're his primary army and first love to this day!

"The Index rules for Tyranids were awesome," says Mike, "reinvigorating the feel of terrifying hordes of evolved killing machines overwhelming their prey. As playtesters, we sought to ensure the codex captured yet more facets of the Hive Mind while adding depth to the army.

"That said, some Tyranid monsters fell behind in the Index. For example, Hive Tyrants – with Toughness 6 and a weak invulnerable save – often felt like punching bags for their opponents' heavy weapons. While 'Shoot the Big Ones!' is a classic tag line, we didn't want the Tyranid play style to simply come down to 'Get your leaders shot by the Imperium!' So during playtesting, we suggested upping the performance of weaker Tyranid monsters. For example, the Hive Tyrant gained Toughness 7, 12 Wounds and an improved invulnerable save.

"We also refined Tyranid firepower. While not a shooty army like T'au, they often saturate their prey with living ammunition. Playtesting refined weapon profiles and points to once again enable this type of Tyranid force.

"Finally, we worked on the Synapse ability. Synapse didn't really help single models or small units. Its restrictive range forced players to invest 'Synapse taxes' into babysitting models like Tyrannofexes and Lictors. These models didn't benefit from Synapse yet suffered without Synapse nearby. To fix this, the 'control' range was expanded, enabling greater tactical flexibility while retaining Synapse's narrative feel.

"Codex: Tyranids also introduces a host of amazing stratagems, bio-artefacts, warlord traits and psychic powers. Also, for the first time ever, it creates hive fleet adaptations and traits that go beyond the simple choice of colour. I hope your own hive fleets enjoy preying upon the diverse buffet offered by the denizens of the Dark Imperium as much as the playtesters and design team enjoyed working on the codex. Bon appetit!"

Behemoth, the first hive fleet to bedevil the galaxy, hit Ultramar like a clenched fist, bereft of subtlety but full of unstoppable ferocity. By the time Kraken invaded, the Hive Mind had learned from its first contact with the Imperium and the Ultramarines, especially: it divided to conquer, sending several questing tendrils into the Eastern Fringe to attack on several fronts simultaneously. When Leviathan struck, the Tyranids had assimilated untold tactical data and the Hive Mind's strategic thinking had made a quantum leap in alien cunning, striking from beneath(!) the galactic plane.

In games, Behemoth's blunt approach, for example, is well represented when it comes to charging enemies and fighting them in close combat. But what of the hive fleets that aren't Behemoth, Kraken or Leviathan? The other four detailed in the codex all exemplify a particular aspect of the Tyranids pushed to an extreme. Hive Fleet Gorgon, for example, is marked by its hyper-adaptability and use of extra-lethal toxins and poisons; Hive Fleet Jormungandr, meanwhile, specialises in striking from underground, utilising tunnel networks and subterranean swarms to attack. Most specialised of all, perhaps, is Hive Fleet Kronos, the Hive Mind's answer to the increasing threat of Chaos. Where Hive Fleet Kronos travels, the Shadow in the Warp is at

## GUNS REDUX

The trusty devourer with brainleech worms has long been a go-to armament for bigger Tyranid monsters. But, to be honest, the Index version of the weapon hasn't been quite able to compete with other Tyranid guns. The likes of deathspitters with slimer maggots put the humble devourer with brainleech worms in the shade somewhat. Boo.

But the good news is we've listened to player feedback and course-corrected with the new codex! Devourers with brainleech worms have doubled in shots, putting out a mighty six S6 AP- shots each. Oof. Now, you have a real choice to make between rate of fire and range combined with higher strength.



its most suffocatingly powerful, actively nullifying psykers and their powers. Devouring biomass left in the wake of Hive Fleet Leviathan, Kronos is following the path of the Great Rift, exterminating Chaos threats at sight and targeting areas of great psychic activity, those places where the walls of reality teeter in the balance...

These differences in character and behaviour bore glorious fruit in both enabling us to tell more exciting stories about the Tyranids and in writing rules to express what that looks like in games. And that's not just in the hive fleet abilities, either – each of the seven hive fleets featured also gets its own unique stratagems, bio-artefacts and warlord traits (along with a staggering array of other items that any Tyranids can use), so you can really dig down into the theme of your favourite.

There's loads to discover in Codex: Tyranids, and we think it's a shining example of what you can expect to see in our codexes of the future: loads of exciting new stories, a staggering amount of new rules and ways to play and huge new opportunities for collecting, modelling, painting and digging into an army theme. The Tyranids and how they act and fight has been explored in ways they never have been before – and we can't wait to hear what you think about it! 🐛



## COLLECTING AND PAINTING



# BROTHERHOOD OF IRON

Every month, White Dwarf exhibits some of the finest armies in the world. This month, we turn our gaze to James Perry's Baronial Court of Imperial Knights of House Raven - the result of a year of long, hard work in the service of the Machine God.

**T**he crowning achievement of James Perry's collection so far is his Baronial Court of Imperial Knights – a project he's been wanting to do since the launch of the Imperial Knights for Warhammer 40,000 all the way back in early 2014. We caught up with James to see what drew him to the service of the Machine God, how long it takes to paint a knightly household and what the story behind the army's bases is.

"I started the army because I love the models,"

### QUESTOR IMPERIALIS

Imperial Knights are huge one-man bipedal war machines, relics of a forgotten age of technology. James's army reflects a common type of Knight force, the Baronial Court – a noble leader and their loyal band of warriors.

says James. "And it was always going to be an army – I had no intention of painting just the one Knight and leaving it at that. I suppose in some ways there being so few models made the project seem more manageable, almost – but then again, given the size of each model, each single Knight took far longer than any individual squad would have done. It's just such a great kit, stuffed full of detail, it would have been wrong not to spend as much time on each one as I possibly could. I picked up





the initial three early on, but at that point I was still umming and ahing over what house to do and how I'd paint them. This went on for a while, by which point Forge World had released their Questoris Knights, which settled the question to an

**“...it was always going to be an army - I had no intention of painting just the one Knight and leaving it at that.”**

extent – my Knights would be aligned with the Adeptus Mechanicus, because the additional designs were absolutely brilliant. By this point, the Knight Warden had been released as well, so I picked up a pair of them – the new weapons they

came with looked far too cool to pass up and made certain there weren't any repeated combinations of equipment.

“With the Knights in place, I started to experiment with how I'd build them – not just as to what setups of weapons I'd have (although the Questoris Knights were rather set from the start) but how I'd spread out the Mechanicus parts from the Forge World kits – the shoulder pads and greave plates fit on any Knight, so some swapping meant that each Knight could be relatively unique. I also tried to keep the faceplates Mechanicus-looking as well – I either used the skull faceplates or the 'bare' head, although to help cut down on too much repetition, I cut one of the half-masks in half and used the skull part as the face plate – with the bare head underneath completing a form of the symbol of the Cult Mechanicus.



**JAMES PERRY**

A long-time hobbyist, James is absolutely single-minded once he's set out on a project – whether it's recreating the Ultramarines 2nd Company from the 2008 Codex: Space Marines or painting a Baronial Court of Imperial Knights. When James gets the brush between his teeth, he doesn't rest until he's done.



# COLLECTING AND PAINTING

## HOUSE RAVEN

Of all the knightly houses, House Raven has the largest arsenal of Knight suits in the Imperium – the true number of Knights at the command of the Iron Duke of House Raven is knowledge for him alone.

As part of a mutually beneficial pact with the forge world of Metalica, House Raven is supplied with trained Sacristans to maintain their machines in return for the mineral wealth of their home world of Kolossi – and aid in the shape of Knights when the armies of Metalica march to war. This pact has proven stronger than adamantium and has persisted for 10,000 years – through the dark days of the Horus Heresy and into the age of the Cicatrix Maledictum and the Dark Imperium.

House Raven also maintains a formation known as the Order of Companions, composed of the greatest heroes the House can muster. To even be selected to undergo the Trial of the Companions is a high honour indeed, and one no true son of House Raven would refuse – no matter how far they are from Kolossi.



The crest of House Raven in the 41st Millennium is the result of alteration, reflecting the changes that House Raven has undergone.

The first crest (1) represents the Keep Inviolate, shortly after the mighty fastness's foundations were laid in M24. By M28, the design was modified to include the crossed swords (2) – representing the inauguration of the Companions. The final incarnation (3), created in the Great Crusade, shows the union between House Raven and the forge world of Metalica.

1



2



3



Baron Sigvald leads his court to war in the Diamor Campaign against the Crimson Slaughter. Despite their foul blessing, the Heretic Astartes are no match for the Knights of House Raven.







The Knight Errant *Sentinel of Kolossi*, piloted by Scion Erimund. The right hand of Baron Sigvald, Erimund is his master's bodyguard and champion, both on the battlefield and outside of his Knight suit.

"The other thing to note with the way the household is built is there's not a single sign of Imperial allegiance on any them," says James. "I either avoided using the eagle-headed symbols, or replaced them entirely with cogs. I also avoided using any distinctly Imperial symbols on the heraldry – each and every Knight is patterned with designs that indicate loyalty only to Mars and the Machine God. It's an almost unnoticeable detail, but now it's become a significant part of my collection's identity."

#### KNIGHTS OF KOLOSSI

"With an Adeptus Mechanicus Household in mind, I sat down with the Imperial Knight Companion and went over the colour schemes inside – of all those loyal to the Omnissiah, it was House Raven that jumped out the most. I'd never painted an army in red before – that was

the main lure. The red and black of House Raven was my favourite out of the three Houses on offer, and it was broken up by the hazard markings, which I felt would prove to be an intriguing challenge."

As fond as James was of House Raven, he didn't want to simply copy the existing characters included in the Imperial Knight Companion and Codex: Imperial Knights. Instead, he sat down with the background and worked out the common threads, links and themes, and used that to create his own band of heroes, seven suits amongst the thousands in the Keep Inviolate.

"Each Imperial Knight is a character in their own right," says James. "It made sense to take the time to make them all unique. Some are simply a design and a name, while others – like Scion Theobald and the Knight Errant ►

#### DEUS MECHANICUS

The symbol of the Cult Mechanicus, the icon of the Machine God can be found on all Imperial Knights – and as House Raven is aligned with the Adeptus Mechanicus, James has made sure the representation of the union of the flesh and the machine is pre-eminent – on the hoods of each Knight, in their stylised helms, even on their tabards.





# COLLECTING AND PAINTING

The Knight Magaera *Ferric Storm*, piloted by Scion Grimwald. Though it is regarded as a cursed pattern by some, Scion Grimwald considers piloting the relic Knight the highest honour.



## DANGER!

Each of the Knights in James's Baronial Court incorporates Adeptus Mechanicus hazard stripes.

"They were really easy to paint," says James. "I just freehanded them. I tried using masking tape but found that it just didn't look right – people seem surprised when I tell them I did it all by hand and eye."



► Incandescent – have a begun to develop something of an honour roll and a personality.

"Theobald and *Incandescent* dealt the killing blow to not one, but two Warhound Scout Titans in a single game during a Battle Brothers campaign weekend. What makes this even more striking is he did this with a thunderstrike gauntlet – to which I've since added a pair of skull markings to indicate a pair of Titan kills. The outcome of the game also shaped his character – in my mind, Theobald is hot-headed and impetuous, suggesting he's a young scion with a lot to prove. It might boil over into arrogance – he'd probably charge a Warlord Titan."

Scion Theobald was not the first of the Baronial Court to be completed, however. That honour was reserved for the Knight Paladin *Flawless Honour*, piloted by Scion Ekkhart – who, while

not the first actually built (as a matter of fact, James built the seven together in one go), was the simplest Imperial Knight in the set to paint up.

"The first took me about 80 hours," says James. "I managed to speed that up a bit later, if only through practice (and painting models for the Warhammer World Exhibition Hall in his day job). By the time I'd finished the last one, I'd gotten the finish time down to about 50 hours per Knight. Working it all out, the project took me the equivalent of 20 solid days of time – albeit spread out over the course of a year."

James was also keen on adding a little battle damage to each of his Knights – and to achieve this, he broke out the hobby knife.

"I didn't want to go overboard with the battle damage," says James. "There's always a danger you can add too much and you end up with





The Knight Crusader *Unrelenting*, piloted by Scion Buchael. Already an ancient and storied Knight suit from the Great Crusade, the Sacristans replaced the standard pauldrons to celebrate Buchael's heroism.

more damage than model. So I effectively drilled and cut little bits of damage on a part, then took a look at the entire model to see it how it balanced out. When I felt it was enough, I moved on to the next Knight. It was the same with painting the weathering on the armour and the rest of the model – I'm a big fan of the Citadel style of painting, so I wanted to keep the sharp, bright colours in there as well, rather than hiding the reds and yellows under a lot of scorched metal and mud. The idea was to make the Knights look like weapons of war – honoured relics, certainly, but still working machines that are going to suffer a bit of damage every time they go to battle."

Speaking of where they go to war, James also spent a lot of time and effort on the Knights' bases – each is effectively a mini-diorama.

"With such big bases, I wanted something to fill the space," says James. "I had this idea in mind of a sort of Nurgle swamp, with lots of goop and daemonic mutations littering the landscape. A friend with a big bag of Nurgle bits they were trying to get rid of tipped them out and let me take my pick – so I've got a lot of weird fleshy maws gasping out of the ground, streams of flies and (in one case) a big geyser of foulness. It's a nice contrast to the Knights themselves, and let me have a little bit of fun with the Nurglings. My favourite probably has to be the one that's fishing in a pool of slime – I used one that's pulling on a Plaguebearer's intestines, adapted the guts a little into a fishing rod and had it catching a 'fish' made out of a spare Seraphon Skink head."

#### THE KEEP INVIOLETE

On each of James's Knights is the Keep Inviolate – the symbol of House Raven, and their fortress upon Kolossi, one of the most heavily defended sites in all of the Imperium of Man.

"It's a striking design," says James. "It also doesn't overpower the fields of red, while breaking them up a little with colour."





COLLECTING AND PAINTING

The Knight Warden *Wrath Encarmine*, piloted by Baron Sigvald. As a rare mark of privilege and prestige, *Wrath Encarmine* has been customised by the Sacristans to Sigvald's specifications.



THE COLOURS OF KOLOSSI

James is a very organised painter – he kept a list of exactly what paints he used for each part of his Knights, and how he used them, starting with an undercoat of Chaos Black and a basecoat of Leadbelcher.

SKELETON

- Nuln Oil  
Wash (twice)
- Agrax Earthshade  
Wash (patches)
- Druchii Violet  
Wash (patches)
- Necron Compound  
Drybrush
- BRASS
- Balthasar Gold  
Basecoat
- Agrax Earthshade  
Wash
- Necron Compound  
Drybrush

PISTONS

- Runefang Steel/  
Stormhost Silver  
Layer
- Seraphim Sepia  
Wash (recesses)
- HEAT EFFECT
- Guilliman Blue  
Glaze
- Druchii Violet  
Wash
- Agrax Earthshade  
Wash
- Nuln Oil  
Wash

SCORCH MARKS

- Dryad Bark  
Stipple
- Abaddon Black  
Stipple
- CABLES
- Eshin Grey  
Layer
- Nuln Oil  
Wash (twice)
- SILVER TRIM
- Nuln Oil  
Wash
- Runefang Steel/  
Stormhost Silver  
Edge highlight

EYES AND LENSES

- Caliban Green  
Basecoat
- Nuln Oil  
Wash
- Warpstone Glow  
Layer
- Moot Green  
Dot
- Ceramite White  
Small dot
- DAMAGE
- Abaddon Black  
Basecoat
- Runefang Steel  
Layer

RED

- Mephiston Red  
Basecoat
- Agrax Earthshade  
Wash (recesses)
- Evil Sunz Scarlet  
Edge highlight
- Fire Dragon Bright  
Edge highlight

YELLOW

- Averland Sunset  
Basecoat
- Seraphim Sepia  
Wash (recesses)
- Ushabti Bone  
Edge highlight
- Screaming Skull/  
Flayed One Flesh  
Edge highlight

WHITE

- Celestra Grey  
Basecoat
- Seraphim Sepia  
Wash (recesses)
- Ulthuan Grey  
Edge highlight
- White Scar  
Edge highlight
- BLACK
- Abaddon Black  
Basecoat
- Dark Reaper  
Edge highlight
- Dawnstone  
Edge highlight



Marching across a hive world tainted by the Death Guard, the Knights of House Raven – led by the ancient Knight Styrix Galvanic Might – meet the festering Traitor Astartes in open battle.



### FICKLE LOYALTIES

James has built his Baronial Court in such a way that they can be used in multiple different ways – all by leaving the distinctly Imperial iconography off the models.

“Since I play games in both Warhammer 40,000 and the Horus Heresy, it made life a lot easier for me to prepare my Knights so they’d fit into either era. As I’ve got a Horus Heresy Death Guard force as well, I’m able to use my Knights as either Loyalists or Traitors, depending on whether or not my traitorous Death Guard are allied with them. For Warhammer 40,000, they’re ostensibly loyal – albeit primarily to Mars, Metalica and the Machine God – but the grisly Nurgle bases might hint that they’re Renegades who’ve fallen onto a very dark path. After all, there are seven of them – and whose sacred number is that, hmm?”

With the seven members of his House Raven Baronial Court completed, James has decided to hang up his brush in the cause of House Raven – for now, at least.

“I’ve had plenty of fun with them over the last year, but seven’s enough for me,” says James. “I’ve got plans to expand the force, but by adding Adeptus Mechanicus units from Metalica – I’ve already got a squad of Skitarii Rangers that I’m finishing up, and I’m planning on adding more in the future. On the darker end of the spectrum, I’ve really taken to the new Death Guard miniatures – I’d love to do a Warhammer 40,000 equivalent of my Heresy Death Guard force, and it’d be easy to tie the sets of bases together, either as antagonists or, Omnisiah forfend, uneasy and sinister allies.

“The Imperial Knights were a great test of my painting skill – I really felt like I was improving as I went along, with each Knight I finished. Given that each model is an army’s centrepiece, they’re great painters’ models – there’s lots of detail, lots of texture (albeit metallic for the most part) and lots of space on the armour panels for you to make each Knight your own. While it was a long and tough project, I’m glad I did it.” ☠

### HERALDRY OF THE RAVEN

To make each Knight unique, James added little touches of customisation – details like the custom faceplates, cogs on banners in place of aquila heads, and markings for notable enemy kills.







# RETURN OF BATTLE COMPANIES

**An old favourite returns to Middle-earth™. This month we catch up with Adam Troke and Jay Clare, the masterminds behind the recently released Battle Companies supplement for the Middle-earth Strategy Battle Game.**

**M**any years ago, I penned a short series of White Dwarf articles that enabled players to gather a small collection of *The Lord of the Rings*™ miniatures and play a series of linked games with them. The idea was that your models would gain in experience, gather new weapons and interesting wargear and, perhaps, one day rival even the mightiest heroes of *Middle-earth*™. This was of course Battle Companies, and over the course of its life it proved very popular, both among existing fans of the Strategy Battle Game and also those who fancied giving it a try with only a few models.

In the years that have passed, a great many things have changed for our *Middle-earth*™ hobby. Our adventures through the stories of *The Lord of the Rings*™ expanded to embrace *The Hobbit*™, and we obviously released many more fantastic miniatures along the way. Earlier this year, Jay Clare and I had a conversation about how much fun we had both had playing Battle Companies

### CREATING A CHARACTER

At its heart, Battle Companies allows you to create your own characters that fit within the word of *Middle-earth*™ and forge their own story through the heroic deeds they perform in battle. After each game of Battle Companies there is a chance that your characters may improve; either by being promoted, becoming a Hero, or gaining special rules or abilities.

Playing a Battle Companies campaign then lets you to take your own band of characters on their own adventure across all walks of *Middle-earth*™ – much like The Fellowship or Thorin's Company.

campaigns in our own gaming groups, both of us fondly recounting tales of our company's heroic deeds, and as we did, the seed of an idea was born. This month sees the return of Battle Companies, but finally as its own published rules expansion.

At its heart, Battle Companies remains much the same as it was when I wrote it way back when, but Jay has breathed new life into it – tweaking things that weren't quite right and adding more variety, options and, of course, factions to choose from than ever before. He's even penned a glorious narrative campaign at the rear portion of the book that will take your Battle Company off on an amazing and really enjoyable adventure. Playtesting this expansion has been a delight.

So, without any further ado, I shall hand over to Jay to tell you what you can expect to find within the pages of Battle Companies... and then to present some exclusive Battle Company lists that we just couldn't squeeze into the already jam-packed book.





**Jay Clare:** A Battle Company is the catch-all name we have given to a small band of warriors that progress and adapt as you play an ever-expanding series of adventures in Middle-earth™. You will start out with just a few models, usually no more than 8 or 9, and over the course of a campaign or set number of games your warriors will gain experience, suffer injuries, gain promotion and even in some cases become a hero in their own right - perhaps even mighty enough to take on the likes of Boromir or Azog™!

Battle Companies really allows you to personalise your models, giving each warrior their own flavour so they become characters you will want to field in your armies time and again. You can follow each of your character's journeys through your games, celebrating their accomplishments and mourning their losses, and even watching them grow into a fully-fledged warrior capable of leading an army. At the end of each game, models will gain a number of Experience Points based on how they performed in the game. When they reach a certain number of Experience Points, they will have the chance to progress; Warriors can be promoted or even become Heroes, whilst Heroes can gain improved characteristics or even special rules.

The Battle Companies book is packed full of content, including all of the rules you need to play games of Battle Companies, 22 different

Battle Companies from all over Middle-earth™, 12 Matched Play Scenarios specifically designed for Battle Companies and the first ever Battle Companies narrative campaign - The Quest to Fornost. This campaign contains five specially written Scenarios that start in the run-down and fishy-smelling settlement of Lake-town before taking your company on a journey of epic scale; venturing through Mirkwood™, Goblin-town and Weathertop, before finally reaching the ruined city of Fornost in search of ancient heirlooms of fallen Arnor. The book also contains rules for playing games in various regions and realms of Middle-earth™ in an effort to make every game unique and, most importantly, a lot of fun!

With the fact that Battle Companies is quite simply brimming with content, there is little surprise that we couldn't quite fit in everything that we wanted to. So, over the next two pages we present to you two 'Exclusive to White Dwarf' Battle Companies that you can use in your games. These are fully compatible with everything presented in the Battle Companies supplement in every way.

In the coming months we will even be presenting another Battle Companies narrative campaign, one mirroring the one found in the Battle Companies book - instead this campaign will heavily focus on the Evil side; perfect for all you servants of Sauron out there!



**ADAM TROKE &  
JAY CLARE**

Adam was the creator of Battle Companies, which came out way back in 2004, capturing the imaginations of fans of the Strategy Battle Game - including a 12-year-old Jay Clare who played countless games within his local Games Workshop store. Both Adam and Jay have recounted numerous stories of the heroic deeds of various Battle Companies they have used over the years, and we're sure there are plenty still to come!



NEW RULES

EREBOR™ AND DALE™

To the east of Mirkwood lies the great Dwarven realm of Erebor, ruled over by Thror, The Last King Under the Mountain. Over the years, Erebor has forged a great alliance with Dale, City of Men, and its lord, Girion. Trade is prevalent between Erebor and Dale, with the Dwarves using the grand markets of Dale to trade their wares across Middle-earth™ and in return provide the armouries of Dale with finely-wrought weapons. Yet the greatest asset these allies provide each other is a combined strength-in-arms.

It is commonplace for a small band of Dwarves from Erebor and Men from Dale to be tasked with the defence of an outpost; one that provides great benefits to both. Bands such as these often end up forming close bonds as they hone their skills side-by-side in the wilds of Middle-earth™, sharing their talents and experiences with the other.



STARTING BATTLE COMPANY

2x Warrior of Erebor with shield,  
1x Warrior of Erebor with spear, 1x  
Warrior of Dale with shield, 1x  
Warrior of Dale with shield &  
spear, 1x Warrior of Dale with  
Esgaroth bow.

REINFORCEMENTS

- 1 – Nothing
- 2-3 – Warrior of Dale with choice  
of weapon
- 4-5 – Warrior of Erebor with  
choice of weapon
- 6 – Grim Hammer

ARMY SPECIFIC HERO UPGRADE

**Skilled Training** – *Constantly  
training and honing their skills with  
their allies, the Hero has become an  
expert in hand-to-hand combat.*  
The Hero may re-roll results of a 1  
when making a Duel roll.

ADVANCEMENTS

Warrior of Erebor – Grim Hammer





# GUNDABAD™

**A**t the northernmost peaks of *The Misty Mountains* lies the fortress of Gundabad, the gateway to the fell kingdom of *Angmar™* to the north. Housed within its shadowed walls are harboured a host of Gundabad Orcs, monsters and other vicious creatures, bred specifically for the purpose of waging war upon the enemies of the Dark Lord. This dread fortress is under the command of *Bolg*, the Castellan of Mount Gundabad. Under the orders of the spawn of *Azog™*, small bands of Orcs and other foul creatures venture forth from the fortress' bowels – their sole purpose to wreak havoc and destruction upon the realms of the free peoples. These bands will attack enemy outposts, raid villages and settlements and engage travelling warbands in a brutal melee, all in the name of the Dark Lord.



## STARTING BATTLE COMPANY

3x Gundabad Orcs with shield, 3x Gundabad Orcs with spear

A Gundabad Battle Company may hire a Gundabad Ogre for 15 Influence Points. A Gundabad Ogre is a Warrior that cannot be promoted or gain experience, and therefore never be a Hero, and will roll on the Warrior Injury chart.

## ADVANCEMENTS

None.

## REINFORCEMENTS

- 1 – Nothing
- 2 – Fell Warg
- 3 – Goblin Mercenary
- 4 – Gundabad Orc with shield
- 5 – Gundabad Orc with spear
- 6 – Roll on Special chart

### SPECIAL CHART

- 1-4 – Gundabad Berserker
- 5-6 – War Bat

A War Bat cannot gain experience and therefore can never become a Hero.

## ARMY SPECIFIC HERO UPGRADE

**Devastating Strike** – *The Hero composes and readies themselves, raising their weapon high above their head in order to deliver a single bone-shattering blow.*

At the start of any Duel, before any dice are rolled, the Hero may choose to reduce their Attacks characteristic to 1. If they do so, they will gain an additional +1 to any To Wound rolls for the remainder of the Duel.



# SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This month, we take a closer look at the new Goliath and Escher gangs for Necromunda and the options that come on the sprues, plus some handy basing advice.



### CITADEL TOOLS

There is a wide range of Citadel tools available, all of them specifically designed for building Citadel miniatures. These are the tools you will need when building your Necromunda gangs.



Fine Detail Cutters



Knife



Mouldline Remover



Plastic Glue

**N**ecromunda fans will no doubt be jumping for joy right now, as not only do they get a whole new range of models, but they're made of plastic, too. Even better, they're highly customisable, with loads of weapon options and poses, enabling you to build your gang the way you want to. Veterans of the original game will no doubt recall the difficult task of trying to figure out how to cut a lasgun from a lead miniature. The pain was real, folks, but now it's no longer a problem!

The Necromunda: Underhive boxed set and, indeed, the individual gang sets, all include assembly guides showing you how to build the 10 gang members from the Ironlords and the Carrion Queens – the Goliath and Escher gangs featured in the boxed game. These starting gangs are perfect if you're new to the game (or even if you're coming back to it), but we know

that lots of hobbyists will want to make their own characterful gang models from the parts on the sprues. And that's more than achievable considering how many extra weapons there are in the set. You could, for example, give four of your Goliaths brutal stub cannons if you wanted to or equip all your Escher gang members with lasguns and laspistols to make them ultra-reliable and deathly silent in battle.

Over the next few pages, we provide you with modelling advice on how to get the most out of your Necromunda models, including how to pose them so they look like they're in the thick of the action, not flailing aimlessly. There are also a few useful tips on how to get the most out of the new bases that come in the set. To make things even easier, the parts are numbered on the sprues, so you'll know which parts we're talking about when you're trying to find them yourself.



## BUILDING MODELS FROM HOUSE GOLIATH

The warriors of House Goliath are muscle-bound brutes and carry suitably hefty weapons, be they stub cannons, renderizers or power hammers. Each sprue features 62 components and you get two sprues in the Necromunda boxed game (or individual gang set), so there are plenty of options for equipping your 10 gang members.

The first thing to note with the Goliaths is that they are modular – pretty much every component fits with any other. The five chest plates fit on any of the five bodies, while the five Mohawks and head crests can fit any of the

eight faces. In total, that's 1,000 combinations between the bodies and heads alone, without taking into account the arms! The arms all have specific locking points at the shoulders so they all have fixed positions, but that's hardly a problem considering there are eight sets of arms in the kit and most of them fit on all the bodies (the rivet cannon arms are too low for the running legs, though) to create different poses. We suggest using adhesive putty to test-fit your models before you glue them together – that way you can make sure their poses look good. You can see a few examples below along with some useful assembly tips.

Below: Here you can see the five Goliath body options – there are three standing, one walking forward and a fifth running. As you can see, the same chest plate (part 26 on the frame) fits all five bodies, though because it's the biggest and most impressive chest plate, it should probably belong to the gang leader. So which pair of legs would you choose for your boss?



Gunfighters wielding dual pistols look cool, right? Not if the pose looks naff, they don't **(1)**! Here, the stub gun (part 43) is obscuring where the model's head would be. It's also sitting at a weird angle compared to the outstretched arm (part 29). Instead, we paired it with a brute cleaver (part 17) to balance the model **(2)**.

With running models, it's worth considering whether their arms are in natural positions. The power hammer (part 30) is a great piece, but it looks out of place on these legs **(3)** – it's being held too casually for such an aggressive stance. Instead, we gave the model a renderizer (parts 19, 20 and 21), which suits the lunging pose **(4)**.

The direction the head is facing is also important. All the heads in the set fit any of the bodies, but that doesn't mean they'll look good with every pose. You don't want a warrior aiming one way and looking the other **(5)**. Try to face the head in the direction the rest of the model is orientated towards **(6)**.



# MODELLING AND PAINTING

Below: Here you can see how modular the Escher arms are. This autogun (parts 27 and 28) can fit on all five of the bodies in the set. As you can see, the combination of parts gives the model a very different look – the wide-stanced legs (part 24) make the ganger look like she's braced for action, blasting shots down a corridor, while the running legs (parts 11 and 12) give the impression that she's sprinting into action.

## BUILDING MODELS FROM HOUSE ESCHER

The gang members of House Escher are lithe and athletic, often running pharmaceuticals when they're not fighting gang wars. As a well-off house with up-hive connections, their weapons and wargear are as elegant (and deadly) as the people that wield them, from long-barrelled laspistols to power swords and stiletto knives.

Each Escher sprue contains 58 components (so you get 116 in total in Necromunda: Underhive or the gang boxed set). Like the Goliaths, the Escher models are modular, their arms, heads and hair able to fit on pretty much any of the bodies. There are nine heads in the set and

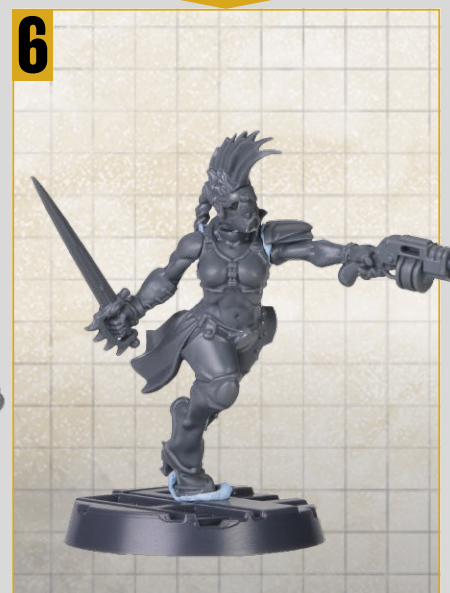
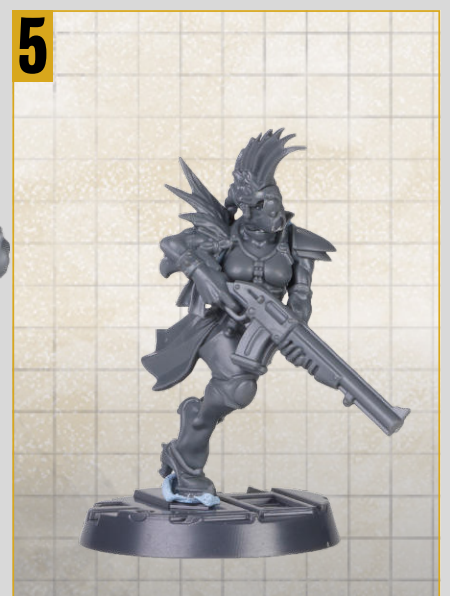
seven hair-styles, all of which are interchangeable, giving you 315 different ways to combine them with the bodies. The models all feature chokers around their necks, too, making positioning the heads really easy and giving you a variety of options as to which way the model is facing. The only restriction when building your Escher models is the leader's coat (part 8) and the arms that go with it (parts 9 and 10). They only fit on one specific body (parts 1 and 2), so make sure you put that body aside if you want to build your leader wearing a fancy coat.



Hair is a key factor to consider when building Escher models. This model is carrying her lasgun on her shoulder (part 23), so we need to find a hairdo that fits. This Mohawk (part 52) not only hits the gun, but the fringe covers the model's face from the front (1). Instead, we used a smaller hairstyle (part 50) that still shows the model's face (2).

The chem-thrower (parts 29, 30 and 31) is a big piece of wargear and is designed to fit with the slightly wider Escher body (part 24) as shown here (3). However, there is a bit of flex in the fuel hose, so the chem-thrower will fit on most of the bodies (parts 11 and 12 shown here) (4). Just remember our earlier tips on making sure the pose doesn't look weird!

The Escher sprue comes with extra wargear that isn't shown on the 10 gangers featured in the set. There's a pair of arms holding a shotgun (parts 4 and 5) and a power sword and autopistol (parts 25 and 26), giving you even more modelling options (5 and 6).





## USEFUL BASING TIPS

The new Necromunda models come with some excellent new plastic bases that feature the deck plating, riveted flooring, gutters and grilles common to the Necromundan Underhive. The details on these bases are designed to match those on the Sector Mechanicus scenery range, too, so your gangers will really look the part when you're playing larger, three-dimensional games.

When it comes to painting detailed bases like these (or, indeed, any of the ones from the Warhammer 40,000 or Warhammer Age of Sigmar ranges), we've found that it's best to

paint them separately from the rest of the model. Firstly, this means that you can paint all the lovely details on the base without a pair of feet in the way. Secondly, it means you can use messier techniques such as drybrushing and heavy washes without worrying about getting paint on the model you've just painted.

To do this you'll need to prepare the base before you start painting – in particular you'll need to ensure there are points the plastic can be left bare so you can stick your model to the base securely. Read on to find out how. ☠



## MORE BASES!

Did you know there are other basing kits available, including four Warhammer 40,000 Sector Imperialis basing kits and the Sector Mechanicus Industrial Bases set, all of which are perfect for Necromunda models? You could even use Hero Bases for your Leaders and Champions. You can find the full range of bases on the Games Workshop website.

The Necromunda bases feature recessed rivets and bolts, making it easy to position your models on them (1).

Place your model on the base to establish where you want it to stand (2).

Put two small blobs of adhesive putty or masking tape on the base where the model's feet will go (3). Try to ensure the space they cover isn't larger than the model's feet or you may have to tidy up your paint job later.

Undercoat your base as normal, preferably with a spray undercoat (4).

Paint your base to match your scenery collection, painting straight over the adhesive putty (5).

Once the paint is dry, remove the putty and stick your model's feet to the unpainted areas with Plastic Glue (6).

Left: Here you can see just a few of the models we built using the parts in the kit. As you can see, there really are thousands of modelling options for the Necromunda kits – we look forward to showing you loads more in the near future.



**TURN THE PAGE FOR  
GOLIATH AND ESCHER  
GANGER PAINTING  
GUIDES**



# PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, we've got stage-by-stage painting guides for gangers of House Goliath and House Escher, Dire Avengers and Craftworld Aeldari of Ulthwé and Saim-Hann, and a look at skin tones as well.



**JAY GOLDFINCH**  
Jays been delving the depths of the Necromundan Underhive, working up stage-by-stage painting guides for gangers from both Houses Goliath and Escher. In his own time he's been working on a Blades of Khorne army, which we hope to be able to show you in an issue very soon...

**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.

**G**ene-bred brutes to a man, the gangers of House Goliath are some of the toughest and meanest fighters in the Underhive. Jay Goldfinch from the Army Painting team produced this stage-by-stage guide to painting Goliaths and has a few tips.

"For the skin, the last two highlights both need to be as fine as you can make them. These last two highlights are to bring the warmth out of the Dryad Bark, so you don't want the Bugman's Glow or Cadian Fleshtone to overpower it. Thin your paint down and break out the S or XS Artificer."

FLESH



**1**

Basecoat: Dryad Bark  
L Base

**5**

Layer: Cadian Fleshtone  
XS Artificer Layer

**2**

Layer: Gorthor Brown  
M Base

EYES & TEETH



**3**

Wash: Reikland Fleshshade  
M Shade

**1**

Layer: White Scar  
S Layer

**4**

Layer: Bugman's Glow  
S Layer

**2**

Layer: Abaddon Black  
XS Artificer Layer

WORK PANTS



**1**

Basecoat: Skavenblight Dingy  
L Base

**2**

Wash: Nuln Oil  
M Shade

**3**

Layer: Stormvermin Fur  
M Layer

**4**

Layer: Baneblade Brown  
S Layer

FURNACE PLATE



**1**

Basecoat: Mephiston Red  
L Base

**2**

Wash: Nuln Oil  
M Shade

**3**

Layer: Evil Sunz Scarlet  
S Layer

**4**

Layer: Fire Dragon Bright  
S Layer

IRON TRIM



**1**

Basecoat: Leadbelcher  
M Layer

**2**

Wash: Nuln Oil  
M Shade

**3**

Wash: Runefang Steel  
S Layer



BLACK LEATHER AND RED ARMOUR

“For the leather, I used a relatively thick highlight followed by a very thin one,” says Jay. “The first highlight of Dark Reaper gives you the colour of the leather and breaks up the sheer Chaos Black base colour, while the second Fenrisian Grey highlight represents the sharp line where the light hits the bend in the material.”

“The red on the furnace plate was achieved very simply. I kept the Nuln Oil wash thin with a little water, and used it as a recess shade on the upper facing plates. By contrast, I applied it as an all-over wash on the lower-facing plates (like those two on the side of the chest-plate) and broke up the colour with a sharp highlight along the armour’s edge.”

WEAR AND TEAR



1

Layer: Evil Sunz Scarlet  
S Layer

2

Layer: Fire Dragon Bright  
S Layer

3

Layer: Rhinox Hide  
XS Artificer Layer

BLACK ENAMEL



1

Layer: Eshin Grey  
M Layer

2

Layer: Administratum Grey  
S Layer

BLACK LEATHER



1

Layer: Dark Reaper  
M Layer

2

Layer: Fenrisian Grey  
XS Artificer Layer

FORGED BRASS



1

Basecoat: Brass Scorpion  
M Base

2

Wash: Agrax Earthshade  
M Shade

3

Layer: Sycorax Bronze  
M Layer

4

Layer: Runefang Steel  
S Layer

MALACHITE MOHAWK



1

Basecoat: Deathworld Forest  
M Base

2

Layer: Elysian Green  
M Layer

3

Wash: Biel-Tan Green  
M Shade

4

Layer: Ogryn Camo  
S Layer

CUFF-LUMINATOR



1

Basecoat: Averland Sunset  
S Layer

2

Layer: White Scar  
XS Artificer Layer

3

Layer: Ironbreaker  
S Layer

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 & Colour:** The coloured bar names the technique shown in the picture along with the colour of 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.

1

Technique: Colour  
Brush



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.



HOUSE ESCHER GANGER

Unique amongst the Clan Houses of Necromunda, House Escher is made up almost entirely of women. Their gangs are composed of those too aggressive to serve in the House's chem-labs. Lovers of exotic wares, House Escher gangers give painters lots of opportunity for trying out different colours and textures.

"I used Stormvermin Fur as the undercoat for the House Escher ganger," says Jay. "Since the model has plenty of light and dark colours on it, Corax White would have meant the leathers and gun casings would have needed a couple of solid coats, while Chaos Black would have made the yellow difficult. Stormvermin Fur accommodates the light and dark colours equally."

SKIN



1

Basecoat:  
Kislev Flesh  
M Base

2

Wash:  
Reikland Fleshshade  
M Shade

3

Wash:  
Druchii Violet (Recess wash around face)  
M Shade

4

Layer: Kislev Flesh  
M Layer

5

Glaze: Screamer Pink/  
Lahmian Medium (Lips)  
S Layer

6

Layer:  
Flayed One Flesh  
S Layer

EYES



1

Basecoat:  
Rhinox Hide  
S Layer

2

Layer: White Scar  
S Layer

3

Layer: Rhinox Hide  
XS Artificer Layer

YELLOW FLAK ARMOUR



1

Basecoat:  
Averland Sunset  
M Base

2

Layer: Yriel Yellow  
M Layer

3

Wash:  
Seraphim Sepia  
M Shade

4

Layer: Yriel Yellow  
M Layer

5

Layer:  
Screaming Skull  
S Layer

DENIM TROUSERS



1

Basecoat:  
Dark Reaper  
M Base

2

Wash: Nuln Oil  
M Shade

3

Layer:  
Thunderhawk Blue  
S Layer

4

Layer:  
Administratum Grey  
S Layer

BLACK LEATHER



1

Basecoat:  
Abaddon Black  
M Base

2

Layer: Dark Reaper  
S Layer

3

Layer: Fenrisian Grey  
S Layer



OFF-WORLD SKINS AND CRYSTALLINE CANISTERS

“The leopard print design is actually really easy to achieve. Start with an angular ‘C’ or ‘U’ shape in the centre, and carefully painted that in Rhinox Hide. Add more angular Cs and Us out from there, occasionally sealing them into angular loops. If you need further inspiration, check the internet for reference images of real animal skin.

“For the chem-synth vial, we used Guilliman Blue glaze thinned with a little water as a wash,” says Jay. “It’s got a much brighter colour to it than Drakenhof Nightshade, which is a very dark blue. Finally, for the very edges of the chem-synth vial, instead of lines of Blue Horror we used little dots on the corners – to capture the look of light catching the edges.”

BROWN LEATHER



1

Basecoat:  
Rhinox Hide  
M Base

2

Wash: Nuln Oil  
M Shade

3

Layer: Gorthor Brown  
S Layer

4

Layer: Karak Stone  
S Layer

OFF-WORLD SKINS



1

Basecoat: XV-88  
M Base

2

Layer: Tau Light Ochre  
M Layer

3

Wash: Fuegan Orange  
S Layer

4

Layer: Tau Light Ochre  
M Layer

5

Layer: Ungor Flesh  
S Layer

6

Layer: Rhinox Hide  
XS Artificer Layer

METAL



1

Basecoat: Leadbelcher  
M Base

2

Wash: Nuln Oil  
M Shade

3

Layer: Runefang Steel  
M Layer

CHEM-SYNTH VIAL



1

Basecoat:  
Temple Guard Blue  
M Layer

2

Wash: Guilliman Blue  
M Shade

3

Layer: Baharroth Blue  
S Layer

4

Layer: Blue Horror  
XS Artificer Layer

PLASTEK CASING



1

Basecoat:  
Abaddon Black  
M Base

2

Layer: Eshin Grey  
M Layer

3

Layer: Administratum Grey  
S Layer

TECHNIQUES

These stage-by-stage guides follow the Citadel Painting System, which uses simple 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.



## BASED IN THE UNDERHIVE

Hazard stripes are a Necromunda hallmark – Jay wanted to carry this on with the models bases, adding a splash of colour to the otherwise dark metalwork.

While the chevrons can be a little daunting, you can always use a ruler and a pencil to mark them up first, before blocking them out in Abaddon Black. Any mistakes can be easily rectified in the chipping stage – it's not like underhivers are always neat...



First, basecoat the marking area with Averland Sunset.



Then, draw thin lines of Abaddon Black for the chevrons.



Fill in the alternating chevrons with Abaddon Black.



To represent wear, paint fine chips of Averland Sunset.



Edge highlight the whole marking area with White Scar.



Add splats of Seraphim Sepia, not as an all-over wash.

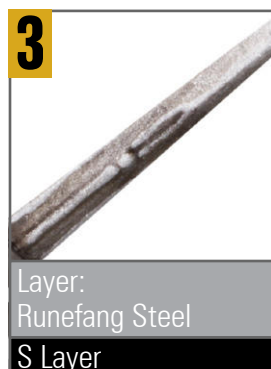
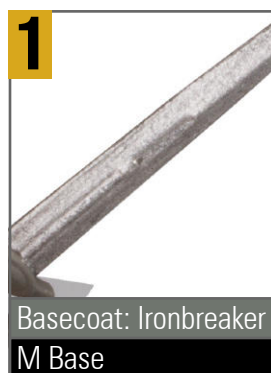


## GEM STONES AND RETRO COLOURS

"The new Escher models have a fair few gems on them," says Jay. "When painting gems, paint each stage as an incomplete loop of colour, with each progressive stage leaving a bit of the previous colour showing – the transition represents the light reflecting from the gem. For the shine, finish with a coat of 'Ardcoat gloss varnish."

"I chose the hair colour based on the classic 'Eavy Metal Escher models of yesteryear – it fits the look of the model wonderfully. The contrasting colours work well together – the Nuln Oil shade helps tie the two together nicely, before the highlights help make the colours really pop. It's worth digging through the classic Necromunda colour schemes for inspiration, if you can."

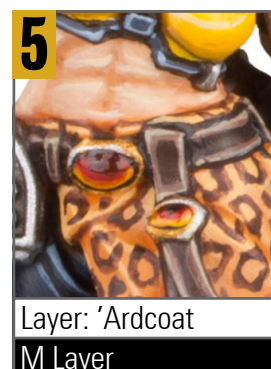
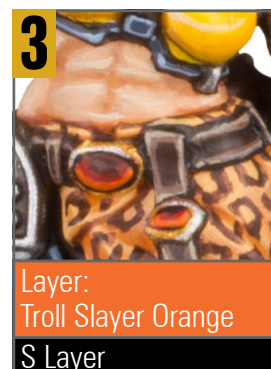
### POWER SWORD



### GLEAMING GOLD



### POLISHED GEMS



### LUMINOUS LOCKS





# PAINT SPLATTER EXTRA: FLESH TONES


On models like the House Goliath and House Escher gangers, the flesh offers one obvious opportunity for variety. We've shown you two different skin tones on the Goliath and the Escher, either of which can of course be used on any of the models in the game (or elsewhere, for that matter), and here we present a few more choices.

Any number of natural-looking flesh tones are possible, many with just a few slight variations in your choice of basecoats and highlights, and we've provided something of a spectrum below, along with some tips on coming up with your own in the sidebar below. And check out the Citadel Paint App for even more colour combinations.

DARK FLESH

+

1



Basecoat:  
Rhinox Hide

S Layer

RUDDY FLESH

+

1



Basecoat:  
Bugman's Glow

L Base

LIGHT FLESH

+

1



Basecoat:  
Kislev Flesh

S Base

PALE FLESH

+

1



Basecoat:  
Rakarth Flesh

S Layer

PALLID FLESH

+

1



Basecoat:  
Rakarth Flesh

L Base

2



Wash: Nuln Oil

S Layer

2



Layer:  
Cadian Fleshtone

M Shade

2



Wash:  
Reikland Fleshshade

M Shade

2



Wash:  
Reikland Flesh Shade

S Layer

2



Layer:  
Pallid Wych Flesh

L Base

3



Layer: Rhinox Hide

S Layer

3



Wash:  
Reikland Fleshshade

M Shade

3



Layer: Kislev Flesh

M Layer

3



Layer: Rakarth Flesh

S Layer


3



Wash:  
Reikland Fleshshade/  
Lahmian Medium

M Shade


4



Layer: Doombull

S Layer

4



Layer: Kislev Flesh

M Layer

4



Layer:  
Flayed One Flesh

S Layer

4



Layer:  
Pallid Wych Flesh

S Layer

4



Layer:  
Pallid Wych Flesh

M Layer

5



Layer:  
White Scar (eyes)

S Layer


5



Layer:  
Pallid Wych Flesh

XS Artificer Layer

5



Layer: White Scar

S Layer

## LAYERING & HIGHLIGHTS

The different Citadel paints designed for painting flesh make it easy to produce varied flesh tones as almost any of them can serve as basecoats, layers or final highlights depending on the tone of flesh you're aiming for. Kislev Flesh provides a highlight for the ruddy flesh shown left, for example, while providing a basecoat for the light flesh. Similarly, Bugman's Glow – a Base paint, used as a basecoat on the ruddy flesh, left, provides a highlight to the Goliath's flesh. An extra highlight or two will also alter the flesh tone dramatically. The light flesh shown left is identical to the Escher's flesh, except for an extra highlight of Pallid Wych flesh, producing a much lighter tone overall.

### WHEN TO WASH?

Particularly when painting flesh, your choice of when to apply a wash can make a big difference. In the ruddy flesh example, the Reikland Fleshshade Wash is applied after the layer of Cadian Fleshtone, resulting in a more bronzed appearance. Alternatively, you could apply the wash over the basecoat, before the layer of Cadian Fleshtone for a slightly paler, though still ruddy, appearance. Just applying washes to different models at different stages in this way can produce subtle variety.







### TOM MOORE & STEVE BOWERMAN

The duo of Tom and Steve have, between them, painted more miniatures than most people have had hot dinners. Recent months have seen them working on Primaris Space Marines for the Studio collection, but this month they also put their heads together to come up with some top tips for painting Craftworld Aeldari.

## ULTHWÉ BLACK GUARDIANS

Upon most craftworlds, Guardians are a defence force raised on an ad-hoc basis. Not so for beleaguered Ulthwé, whose Black Guardians form a standing army – to balance the relative scarcity of Aspect Warriors in Ulthwé's armies, which is in turn due to the craftworld's heavy reliance upon those who walk the Path of the Seer.

Steve Bowerman and Tom Moore from the Army Painting team shared the Aeldari wisdom they'd accrued painting these proud warriors.

"Keeping the heads separate is vital," says Steve. "Being able to spray the head white, while spraying the rest black, makes applying the base colours so much quicker as you go along."

### BLACK ARMOUR



Basecoat:  
Chaos Black  
Spray



Layer: Dark Reaper  
M Layer



Layer: Fenrisian Grey  
S Layer

### WRAITHBONE



Basecoat:  
Zandri Dust  
M Base



Layer: Ushabti Bone  
M Layer



Wash:  
Seraphim Sepia  
M Shade



Layer: Ushabti Bone  
M Layer



Layer: White Scar  
S Layer

### GUARDIAN HELM



Basecoat:  
Corax White  
Spray



Layer: Ushabti Bone  
M Layer



Wash:  
Seraphim Sepia  
M Shade



Layer: Ushabti Bone  
M Layer



Layer: White Scar  
S Layer



Layer: Abaddon Black  
M Base



Layer: Stegadon  
Scale Green  
S Layer



Layer: Sotek Green  
S Layer



Layer: Baharroth Blue  
S Layer

### CRIMSON PLUME



Basecoat:  
Mephiston Red  
M Layer



Wash:  
Carroburg Crimson  
M Shade



Layer:  
Evil Sunz Scarlet  
S Layer



Drybrush: Kindleflame  
S Dry





SAIM-HANN FARSEER SKYRUNNER

The hot-blooded Aeldari of Saim-Hann are looked down upon by other craftworlds, regarded as barbaric. Nevertheless, there are few among the Aeldari race who can match the riding skill of Saim-Hann's Windriders and Skyrunners. Tom of the Army Painting team had a few top tips he'd picked up when painting the Studio army.

"The cloth is painted in the same colours as the red armour," says Tom. "However, to accentuate the texture, the highlights are slightly thicker, and don't have the razor-sharp edge highlights."

"For the witchblade, thin the Guilliman Blue with a little water and let it pool to represent the flow of psychic power in the blade."

ROBES OF OFFICE



1

Basecoat:  
Mephiston Red  
M Base

2

Wash:  
Agrax Earthshade  
M Shade

3

Layer:  
Evil Sunz Scarlet  
M Layer

4

Layer:  
Fire Dragon Bright  
S Layer

PALE HELM



1

Basecoat:  
Ceramite White  
M Base

2

Wash: Drakenhof  
Nightshade (Recess)  
M Shade

3

Basecoat:  
Abaddon Black  
M Base

4

Layer: Dark Reaper  
S Layer

5

Layer:  
Administratum Grey  
S Layer

RUNE ARMOUR



1

Basecoat:  
Gehenna's Gold  
M Base

2

Layer:  
Auric Armour Gold  
M Layer

3

Wash:  
Reikland Fleshshade  
M Shade

4

Layer:  
Runefang Steel  
S Layer

SPIRIT STONES



1

Basecoat:  
Caliban Green  
M Base

2

Layer:  
Warpstone Glow  
M Layer

3

Layer: Moot Green  
S Layer

4

Layer: White Scar  
S Layer

WITCHBLADE



1

Basecoat:  
Celestra Grey  
M Base

2

Glaze: Guilliman Blue  
M Glaze

3

Layer: White Scar  
S Layer

REINFORCED SUIT



1

Basecoat:  
Leadbelcher  
S Layer

READERS' QUESTION:  
BASING

Flicking through June's White Dwarf, I came across Dan Hyam's amazing Destruction army on page 100. I was wondering if there was any chance of getting the formula for painting the bases that way – it's just how I imagined mine but I'm stumped as to how to achieve it.

Lee Hamilton,  
Newcastle, UK



Dan Hyams says:  
"It's actually really easy. You start with a basecoat of Mournfang Brown over sand."



"Next give it a few light drybrushes of Balor Brown. Two light ones work better than just one heavy drybrush."



"Then, give it a couple of light drybrushes of Ushabti Bone – the effect needs to be an understated one."



"To finish, paint the base rim Steel Legion Drab, and add Mordheim Turf tufts for variety. Dead simple!"





## TRANSFERS

The blank helms of many craftworlders, like Guardian Windriders, offer up a great canvas for adding transfers to represent unit markings. Just mark the area you want to apply a transfer to with a little 'Ardcoat. Then, when this has dried, carefully place the transfer onto it, taking care not to damage it. Once the transfer has dried and set in place, seal it in with a layer of 'Ardcoat varnish. Finally, when it's dried, give the varnish a quick coat of Lahmian Medium to take the shine off.

Most sets come with a transfer sheet in the box – and for the especially daring, you can always add a little freehand over the transfers, using the markings as a guide.



## RIGHT FIRST TIME

While mistakes can and do happen the key to getting a top paint job is neatness – especially for armies like the craftworld Aeldari. You can easily tidy up any messiness in most cases, but it'll take longer – and you will be building up extra layers of paint which can themselves begin to look untidy.

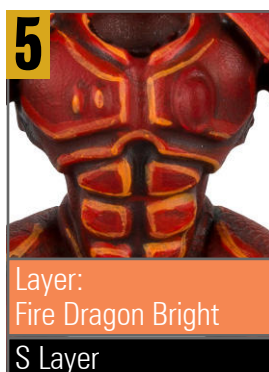
So, take your time on each step – getting it right is will give the best result in the long run, and speed will come with practice and patience. If you rush, you may end up spending more time tidying up your mistakes than you ever would if you had taken things at a slightly more methodical pace.

## SAIM-HANN WINDRIDERS

“With the Windriders, you need to keep your washes as tidy as you can,” says Tom. “The colour of the canopy is the same as the armour, too – so when painting your jetbikes, keep the Agrax Earthshade to the recesses instead of applying it as an all-over wash, as otherwise you'll be repainting parts of the canopy all over again.

“The red follows the same sort of style we use across the entire model, from the rider's suit to the black jetbike frame – the first highlight is to provide a bridge between the dark base colour and the bright edge highlight. So, you can have a slightly thicker highlight of Evil Sunz Scarlet, but the Fire Dragon Bright highlight needs to be as sharp as you can possibly make it.”

### RED ARMOUR



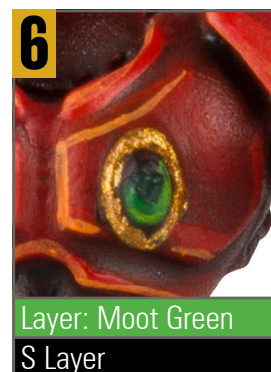
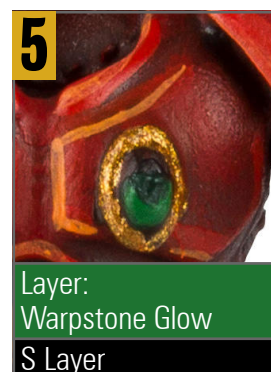
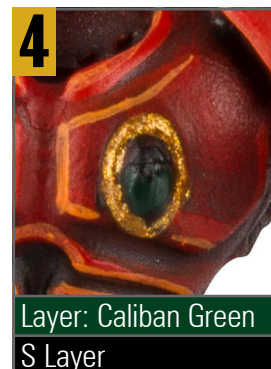
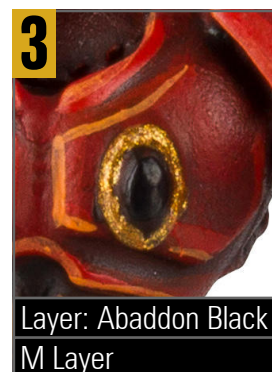
### WHITE HELM



### BLACK FACEPLATE



### SPIRIT STONE



## BENEATH THE MASK

To get the markings neat and straight, you can use a little masking tape, leaving the area you want to paint black uncovered (1). (If the tape is too tacky, stick it onto a piece of cloth before you use it to reduce its stickiness and make sure it doesn't take any paint off the model.) Next, paint the bare stripe Abaddon Black (2) – black, white and red are the main colours associated with Saim-Hann Craftworld. Then, leave the paint to dry – once it has, you can pull the masking tape back to reveal the finished stripe (3). Don't worry if there's the odd little splodge of black over the boundaries, you can carefully paint over any mistakes with Mephiston Red. Finally, you can go back and add further chevrons and stripes (4).





SAIM-HANN JETBIKES

“The exhaust port was done as simply as possible, because the eye isn’t drawn to it at the back of the bike, so it’s a place you can save time,” says Tom. “The black jetbike frame, however, is something that deserves more attention. There’s a lot of it to highlight, and as this area is mostly around the rider – where your eye is naturally drawn – you want it to

look spot on, especially with Aeldari, who are traditionally quite neat and elegant. To save yourself a bit more time, try out a dry-fit to see what parts of the model will be concealed from view, and focus your time on the bits you can see – there’s no point spending your time painting parts that don’t actually show on the finished model.”

BRASS  
KNUCKLES



1

Basecoat:  
Abaddon Black  
M Base

2

Layer:  
Gehenna’s Gold  
M Layer

JETBIKE  
FRAME



1

Basecoat:  
Chaos Black  
Spray

2

Layer: Dark Reaper  
M Layer

3

Layer:  
Administratum Grey  
S Layer

EXHAUST  
PORT



1

Basecoat:  
Leadbelcher  
M Base

2

Wash: Nuln Oil  
M Shade

3

Drybrush:  
Necron Compound  
M Dry

CONTROLS



1

Basecoat:  
Kantor Blue  
M Base

2

Wash:  
Temple Guard Blue  
S Layer

3

Layer: White Scar  
S Layer

LEATHER



1

Basecoat:  
Rhinox Hide  
M Base

2

Wash:  
Doombull Brown  
M Layer



SUB-ASSEMBLY

You may have noticed in many of the Aeldari painting guides we’ve suggested keeping parts of the model as sub-assemblies. What this means is that you assemble the model in small sections (like the rider, his helmet, the canopy and the frame on this jetbike) which can be kept separate during painting. This can save you time in that you can undercoat and basecoat particular parts of the model with different colours and, in the case of models like the Windriders it also makes it easier to get at some of the hard to reach parts. Once the model is painted, you can simply glue your sub-assemblies together. Remember to use superglue for painted parts, as plastic glue won’t do the job!

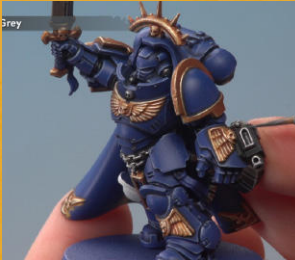


WARHAMMER TV

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





## FREEHAND DESIGNS

The Dire Avenger Exarch' back banner is the perfect place to show what shrine the unit belongs to. Here, we paint on the symbol of the Shrine of the Sun Blade.

With any freehand symbol, the trick is to build the design up slowly with simple geometric shapes – as we show you here.



To start with, we painted the banner in the same colours as the Dire Avenger's armour (see right). This gives you a good canvas to work on.



Start the design with a simple line of White Scar, about a third of the way up the banner. For detail work like this, an S Layer Brush is ideal.



Next, add a vertical line from the centre of the first to the top of the banner. Then, add two more lines going off at 45° angles.



The next part is to add four more lines to the design – in this case, they only reach about half the length of the existing lines.



## DIRE AVENGERS OF THE SHRINE OF THE SUN BLADE

Those Aeldari who walk the Path of the Warrior are known as Aspect Warriors, and the most common type of Aspect Warriors are the Dire Avengers. Regarded by many as the most tactically flexible of Aspect Shrines, they can be found in many Aeldari warhosts – each craftworld is home to at least one Dire Avenger Shrine.

“When getting the Dire Avenger ready for painting, we kept it in two sub-assemblies,” says Tom. “One for the white helm, and the other for the blue body. When it comes to painting heads, spare flying stands are an easy place to mount them – attach the head with a dab of superglue where it would join the model – and gently remove it from the stand when you’re done.”

### ASPECT ARMOUR



Basecoat:  
Macragge Blue  
Spray



Wash: Drakenhof  
Nightshade  
M Shade



Layer: Macragge Blue  
M Layer



Layer: Calgar Blue  
S Layer



Layer: Fenrisian Grey  
S Layer

### SHURIKEN CATAPULT



Basecoat:  
Abaddon Black  
M Base



Layer: Dark Reaper  
M Layer



Layer:  
Administratum Grey  
S Layer

### WHITE ROBES



Basecoat:  
Celestra Grey  
M Base



Wash: Drakenhof  
Nightshade  
M Shade



Layer: Ulthuan Grey  
M Layer



Layer: White Scar  
S Layer

### EXARCH HELM



Basecoat:  
Corax White  
Spray



Wash: Drakenhof  
Nightshade  
M Shade



Layer: White Scar  
M Layer



Basecoat:  
Mephiston Red  
M Base



Wash:  
Carroburg Crimson  
M Shade



Layer:  
Evil Sunz Scarlet  
S Layer



Drybrush: Kindlefame  
M Dry



Layer: Abaddon Black  
M Layer



Layer: Dark Reaper  
S Layer



Layer:  
Administratum Grey  
S Layer



WHITE ROBES AND RED CRESTS

“We gave the cloth a heavy wash of Drakenhof Nightshade first, then took off excess with a piece of tissue to prevent pooling,” says Tom. “The blue wash gives the cloth a sympathetic tone to the rest of the model. The Ulthuan Grey layer is to create the sense of the folds of the cloth – the edges were accentuated by the final highlight.

“When you paint the red crest on the helm, keep the Kindleflame drybrushing as far from the white of the helm as possible, otherwise you’ll get a light dusting of red on the edge of the white helm. By keeping this drybrushing to the edge of the crest, it has the added bonus of creating a band of shade around the edge of the helm, which accentuates the brightness of the crest.” 🦴

YELLOW STRAPS



1

Basecoat:  
Averland Sunset  
M Base

2

Wash:  
Casandora Yellow  
M Shade

3

Layer: Yriel Yellow  
S Layer

4

Layer: Dorn Yellow  
S Layer

SUN BLADE



1

Basecoat:  
Balthasar Gold  
M Base

2

Layer:  
Auric Armour Gold  
M Layer

3

Wash:  
Casandora Yellow  
M Shade

4

Layer:  
Runefang Steel  
S Layer

GOLDEN TOKENS



1

Basecoat:  
Balthasar Gold  
M Base

2

Wash:  
Agrax Earthshade  
M Shade

3

Layer:  
Gehenna's Gold  
M Layer

SHURIKEN MAGAZINE



1

Basecoat:  
Leadbelcher  
M Base

2

Wash: Nuln Oil  
M Shade

3

Layer:  
Runefang Steel  
S Layer

SPIRIT STONES



1

Basecoat:  
Abaddon Black  
M Base

2

Layer: Xereus Purple  
M Layer

3

Layer:  
Genestealer Purple  
S Layer

4

Layer: Fenrisian Grey  
S Layer

5

Layer: White Scar  
S Layer



Now, at about half the length of the shorter lines, carefully draw a semicircle through the lines you've painted.



Then, fill the circle in with White Scar – and that's the first part of the design done.



For the blade, draw a line of Averland Sunset, starting at the top of the semicircle and ending two thirds of the way down the banner, and cross it with a second line.



Starting at the bottom of the long yellow line, carefully draw curving lines to outline the blade shape, finishing with the cutaway at the blade's base.



Fill the sword blade in with Yriel Yellow, and you're done. And remember, with freehand designs, practice on paper first.







# 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 one last time to the Pilgrim.

Over the last year, White Dwarf has covered the myriad warbands and characters that took part in the Pilgrim event. Equal parts modelling challenge and collaborative storytelling, after months of preparation, the Pilgrim project culminated in a fantastic game that took place at Warhammer World in Nottingham last July, with a whole host of weird and wonderful characters and creatures, and a pair of specially created boards for the game to take place upon.

Below: The faithful, the unworthy and the twisted battle it out in the undercrofts of Mankind's birthworld. Some are diseased and twisted beings, while others represent outlandish and borderline heretical strains of the Imperial creed. Some are just simple pilgrims caught in the crossfire as they walk the Pilgrim's Path upon sacred Terra.

As we close out our coverage of this titanic labour of hobby love, we turn our gaze to the supporting cast created by the participants. Representing degenerate mutants, the faithful throngs from around the galaxy, Inquisitorial henchmen and adherents to strange offshoots of the Imperial creed, these models were not so much the heroes or villains of the event, but took the place of the extras – helping set the stage for the champions and Daemons that battled it out on the Pilgrim's Path across the Throneworld.





## THE BRAVE MEN OF REQUIS II

Created by Toni Sokura, the Brave Men of Requis II represent pilgrims from far-flung corners of the Imperium who have made the gruelling, sometimes multi-generational journey to the Throneworld of Mankind. While these faithful may have represented some of the most powerful and influential bodies in their home sub-sectors, in the Sol system they are just another band of pilgrims amongst the billions upon billions of Imperial faithful who are drawn to the spires of ancient Holy Terra.

Toni used a wide variety of parts for these models – drawing on the likes of Collegiate Arcane Battle Wizards, Sicarian Ruststalkers, Chaos Cultists, Devoted of Sigmar Flagellants, Forge World Renegade Militia and Deathmage Necromancers – to say nothing of the more bizarre and arcane parts that Toni drew on from the depths of his voluminous bits box.



Left: The bizarre hybrid of church and tank is, in fact, the House Dessicum Crypt.

“The crypt serves an obvious purpose as a corpse cart, but for its holy task it has been rendered suitably ornate,” says Toni. “Its tracks grind over millennia-old pavements, pushing and crushing into dust whoever is in the way. It carries seasonal symbols as well as the House Dessicum logotype. The holy texts are constantly being broadcast from the front, warning everyone to leave the dead be, for they couldn’t be in better hands.”

The core of the crypt is from the Sigmarite Mausoleum scenery kit for Warhammer Age of Sigmar, giving it a decidedly necropolitan feel. The treads it’s mounted on come from the Taurox kit, the ornate markings on the tread housings making it fit with the strange, gothic aesthetic. Finally, the throne on the front is built from the Throne of Judgement and parts from the Adeptus Mechanicus and Devoted of Sigmar miniature ranges.



# BLANCHITSU

## THE GRUBS

Created by Tammy Nicholls, the Grubs are some of the most gruesome of the miniatures that took part in the Pilgrim – being, as they are, degenerate mutants.

“They’re less of a threat and more like an infestation of vermin,” says Tammy. “I imagine they lurk in the dank places beneath Terra and prey on lone souls, although an

“Building the Grubs was actually really easy,” says Tammy. “The basis was the Crypt Ghouls kit, with a little cutting here and there, before adding Green Stuff to fill in any gaps and make them more inhuman and bulbous – I’m really happy with how they turned out in the end.

“Painting them was easy too – it was all in the washes. The base colour was White Scar airbrushed over a black undercoat, before picking out details. And, of course, lots of Blood for the Blood God – they’re very messy creatures, after all.”



especially large group of them might try to take down groups of prey. Occasionally, the Arbites may try to purge a nest of Grubs – although few have the stomach to go through the remains to discover just where these mutants are coming from. The dark truth is they were human, once – infected by some strange breed of fungus that has slowly but surely rendered them into blind, blood-flecked monsters scarcely recognisable as once human.”

## THE AGRI-WORKERS OF THE ARBORETUM

Tammy’s other contribution to the Pilgrim was her band of Agri-Workers. Far from the great and the good of other warbands, Tammy wanted to represent the great herd of humanity – those who keep the wheels of the Imperium turning while having little real concept of the galaxy outside of their own tiny corner of it.

“They’re backward, myopic souls,” says Tammy. “The form of the Imperial Creed they subscribe to is borderline heretical – the Emperor as the Green Man, the life-giver who must be appeased with strange rituals so the crops of the arboretum may grow. The tragedy is they have become infected with a strange strain of fungus, that is changing them into things less than human...”



1



2

The banner-bearer (1) has parts from the Zombie kit to emphasise his physical decay.

The musician (2), one of Tammy’s favourites, emphasises the low-tech nature of the group with a rusted vox-caster and a ritual horned skull mask.

The leader (3) is the only one armed with an actual weapon – an antique pistol on his hip. There’s also the disc-like fungal growth sticking out of his neck.

The fire-breather (4) and hobby-horse (5) are the stranger members of the band – giving the group an odd, rural feel in the depths of Terra’s hives.



3



4



5



## THE PILGRIMS OF THE EMPEROR'S BURDEN

Peter Hudson's first band of supporting characters represent the last remnants of a great throng of faithful who had come to Terra as part of their holy pilgrimage, aboard the Emperor's Burden, one of the many hundreds of pilgrimships plying the warp-routes to Terra. Originally, there had been thousands of these pious souls – but the long journey across Terra has taken its toll, and by degrees many were brought low by famine, disease or the predations of the unscrupulous who prey on the faithful of Terra. Now, the last few pilgrims are coming ever-closer to the Throne Room of the Emperor – a handful of ordinary mortal souls amongst countless numbers of others walking the processional routes that criss-cross the surface of sacred Terra.



1



2



3



4



4

While the Pilgrims of the Emperor's Burden are based on the Flagellants kit, Peter also blended in a few unique touches here and there. For example, one pilgrim (1) has a bell built out of a Skitarii Alpha's taser goad, while another has a head built from the a Culexus Assassin's face mask (2). One stands out for having little in the way of overt augmentation (3) but does bear an aquila studded with faith-parchment, while one has a Putrid Blightking's bell-flail (4) and power rods. The final pilgrim (5) uses parts the Chaos Cultists set, like the head and spiked ball on rope.

## INDENTURED BUREAUCULTISTS AND LIBRARIAN OF THE 14TH ORDER

Peter's next group of models are linked to his Ordo Scriptorum warband (featured in last month's Blanchitsu), although they're not all of them are fighters.

"The Indentured Bureaucultists are effectively Inquisitor Klain Inson's pack slaves," says Peter. "I wanted hangers on and 'civilians' for the warband, and these fitted the bill

nicely. I envision these little chaps being very unhappy with their lot, forced to carry archaeological finds from the depths of Terra to the Inquisitorial Fortress. The basis for the three pack-slaves were plastic Skaven given new heads, which gives them that hunched and downtrodden appearance. The Librarian of the 14th Order (on the right) is the Ordo Scriptorum equivalent of a storm trooper, keeping the Bureaucultists in line."



The model in the centre is another of Peter's characters, 'Vikiila' Protectate Serg Yarro. Based on the Vostroyan Sergeant (with a new head and weapons), Yarro is part of a cult dedicated to the protection of the faithful – especially from those who would prey upon them, like the sinister forces of House Dessicum, or more obvious threats like the mutant Grubs. He's another character who is less a mover and shaker in the Pilgrim, and more someone caught up in 'the Daylight Wall Incident'.



# BLANCHITSU

## THE SPYREHEADS

Some of the most visually striking of the supporting characters in the Pilgrim, the Spyreheads are the creation of Ahmad Jafar. The seed of Ahmad's inspiration for this strange band of the Imperial faithful was John Blanche's haunting illustration 'Ascend the Celestial Stair'.

"I saw many cults were making their way into the Pilgrim project and so I thought a surreal-looking sect would be a good addition to the madness of the Pilgrim," says Ahmad. "The idea I had was the Spyreheads were one of many pilgrims to visit Terra. They are a sect that especially venerates Imperial architecture and spires as an extension of the God-Emperor. Thus, they visit the birthplace of this architecture and venerate it – exploring as much of Terra as they can until they either die or go back to their home worlds."



1



2



3



4



5

"The basis for the Spyreheads was the Devoted of Sigmar Flagellants with a lot of Green Stuff work," says Ahmad. "The daggers (1) are from Tempestus Scions, while the spire-like heads are built out of Skitarii guns, as is the vox-banner (2). The bionic hands (3) are from the Kataphron kit.

"For the little pilgrim (4) I used a Skaven Plague Monk, a Skitarii Ranger head and a face mask, while the servo-skull (5) was made from an arched skull from a Cities of Death scenery kit buttress."

## ACROSS ALL OF HOLY TERRA

The Pilgrim was a truly international project – hobbyists from all corners of the globe pitched in and contributed time, ideas and miniatures to make it truly spectacular. The crowds of individual miniatures created by many different hands really made the Pilgrim feel like it was taking place at the heart of a galaxy-spanning empire. As miniatures travel far easier in the post than people, it meant that contributors could at least send their hand-made representatives to participate if they simply could not – Ahmad, for example, was able to send his models to take part, despite being in Iraq at the time of the event.







## THE ADEPTUS MINISTORUM

As Mikael Silvano built the processional steps that would form the centre stage for the Pilgrim game, it made sense for him to also turn his hand to creating some characters to populate it – and given the holy nature of the site, Mikael chose the Adeptus Ministorum.

The core of the group is the Pontifex Maximus, High Cardinal Philippus, accompanied by the Bishoppe Restore and a group of the Curze, the Pontifex Militia – penitent men serving out their sentence as warriors under the High Cardinal's command.

"I enjoyed the idea of using the hazard stripes, something so seminal to Warhammer 40,000, for this religious group," says Mikael. "It seems bizarre, yet somehow completely fitting to a sect of the Imperial Creed." ☠

As the leader of the group, High Cardinal Philippus (1) is certainly a dominating presence – Mikael used a Mechanicum Myrmidon as the basis, along with parts from the Tech-Priest Dominus, Magos Dominus and the Chaos Helbrute.

The Bishoppe Restore (2) is based on the Collegiate Arcane Battlemage (with a mitre made from a Sydonian Dragoon servitor's leg-stub), with a new staff-topper made out of a vexilla banner from a Forge World upgrade set.

The Pontifex Militia are a diverse bunch, with one (3) accompanied by the cyber-cherub from the Space Marine Librarian (with a roll of keys and a hook in the place of the sword and shield) and a vox-staff built from the auto-reliquary of a Magos Dominus. Another of the group is built primarily from a Devoted of Sigmar Flagellant (4) but has had his limbs replaced with the servo-arms from a Kataphron Breacher, and also has a shield from the Grey Knights Terminator kit.

The final pair of militia (5 and 6) were based on Chaos Cultists, thoroughly cleansed of Chaotic taint and given new heads from Mikael's bits box.



1



2



3



4



5



6



# READERS' MODELS

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



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

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by Mark Schuepstuhl



Nighthaunt Hexwraiths  
by Tyler Mengel



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# READERS' MODELS

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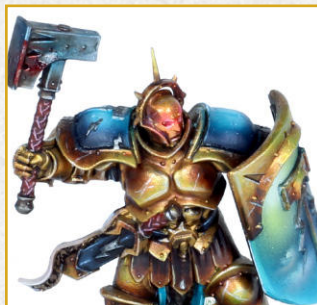






## READER'S MODEL OF THE MONTH

This unit of Stormcast Eternals Liberators was painted by Rémi Argoud, who has achieved some truly incredible effects on them, from burnished gold armour to glowing eyes and, our favourite touch, some beautiful freehand designs on the shields. "The Liberators are the first unit for my Stormcast Eternals army," says Rémi. "I wanted their shields to look awesome and I thought about painting frescoes on them, like from the Renaissance period. But that would take a bit too long over a whole army, so I opted for a simple sunrise in a cloudy sky." Simple, Rémi? Wow!



1

"The gold armour is just Retributor Armour shaded with purple and brown washes and yellow glazes." Rémi also painted each model's eyes to look like they are glowing red (1).



2

Rémi used an airbrush to achieve the colour transition on the shields, producing a realistic, gradated sky. He then used a piece of foam to stipple on the clouds (2).



## 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:

[www.warhammer-community.com/the-model-photo](http://www.warhammer-community.com/the-model-photo)







# IN THE BUNKER

Welcome to the last few pages of the magazine, where we take a regular look at what's been going on inside the White Dwarf bunker over the past month...

**T**here's been a lot of gaming taking place in the White Dwarf bunker this month, what with the release of Necromunda and the start of our Seasons of War campaign. Many of the team played Necromunda when they were younger, so they were keen to see how the game has changed, while our office campaign was the perfect excuse for several of the Dwarfers to paint some new models and play some more games. But what about painting? Well, Matt H has now completed his Sylvaneth Wargrove, which means he might well have painted more Dryads and Treelords (seven in total) than anyone alive. Send pictures if you've painted more! Meanwhile, Dan, Mel and Stu have all completed their Armies on Parade entries – you can see Stu's centrepiece on the back page.



## CAN'T SEE THE WOOD...

Our hobby room has loads of cabinets where we display all our miniatures. Matt H prides himself on the fact that his shelves are the most crowded because that means he must have the biggest armies (which is almost certainly true). Now that he's completed his Sylvaneth Wargrove, his shelf is so packed that you literally cannot see the wood of the shelf for the trees, a fact that Matt is inordinately proud of. But now what's he going to paint? "Well there's a bit of space on my Fyreslayers shelf," he says, looking thoughtful.



## PREPARING FOR WAAAGH!

He's been painting T'au and Skaven this month, but between brush strokes, Dan's been converting a mega-dread for his ever-growing Ork army. "It's for a future battle that we've got planned and I need some more Orks," says Dan. "I've wanted to convert a looted Deff Dread for a while now and the Grey Knights Nemesis Dreadknight seemed like the perfect starting point." We look forward to seeing it painted.



## RECRUITING FOR THE SKY-FLEETS

Also on the work-in-progress bench this month are Jonathan's Kharadron, which he's painting for our campaign. "I'm adding three more models to my Endrinriggers unit to give them some more firepower," says Jonathan. "I'm also painting two units of Grundstok Thunderers for some extra bang."



## BATTLE IN THE MIRROR CITY

With Ironskull's Boyz now in our grasp, Martyn challenged Michael to a game of Shadespire with them. Though Michael ultimately emerged victorious with the Stormcast Eternals (six glory points to five), they both agreed that the play cards have as much impact on the game as the dice rolls and even ended up in a play duel in the second round. "The Daylight Robbery play card from the orruk set is a must-have card in any deck, I think," says Martyn, sagely.



## NECROMUNDA IN 3D

We've talked a lot about Necromunda this month, including playing on 3D battlefields. Well, the Forge World team have been hard at work creating a Sector Mechanicus battlefield for us to fight over in our next Necromunda Battle Report, complete with high walkways, sump towers, barricades and fuel pipelines. Here's the board unpainted – you can see it in all its glory in next month's issue. We've heard they're painting green sump-juice in the gutters.



## GETTING TO KNOW THE UNDERHIVE

Before playing the Necromunda: Underhive Battle Report, Matt and Martyn played a few practice games. In one encounter, Matt's Escher gang had to steal some ammo crates from the Goliaths but found their defences to be just too strong. The highlight of the fight was Rork firing his stub cannon at Marika and blasting her into a bottomless pit.

# VOX CHATTER

This month in Vox Chatter, we ask Stu what it's like to organise a Warhammer campaign. He might mention cat herding.



**Stu:** Over the years I've played in and organised quite a few campaigns, but getting everyone under the same roof can always be a bit of a challenge – people have these things called 'real lives' (I don't believe them, myself) that can often make running a campaign quite tricky. Luckily we all work in the same office, so getting this campaign up and running has been a bit easier than usual, but my advice for anyone planning to run a campaign is this:

Plan out your games months in advance and stick to the plan like glue (we don't recommend actually using glue). If you give everyone playing enough notice, you should be able to get most of the players together in one place to play.

If you're the person organising the campaign then remember it's not your campaign but everyone's campaign. You're just responsible for the paperwork and making sure everyone has the best time possible.

Seasons of War is really useful in that respect as it employs a good visual method for keeping track of who's winning (it's a colourful map) and it's really easy to organise games using the rules set. We've also found that rivalries start to establish pretty quickly, mainly because there are lots of different ways you can win, so players often come into conflict as they try to complete their Secret Objectives. It's more complicated than just fighting over territory but it's also a lot more exciting.





## IN THE BUNKER

Taking pride of place on the back page of the magazine this month is Stu's Lord of Change, the centrepiece for his Armies on Parade entry. "I painted him in the traditional blue of Tzeentch," says Stu, "as it contrasts nicely with my red Tzaangors and helps him stand out as the army commander (which is exactly what

Tom Winstone did for Magnus the Red on page 95, but with the colours reversed. – Dan). It also helps him look more daemonic next to their mortal flesh. I drybrushed most of the model because of its feathers and used Shades to help define its musculature. I also used the gem Technical paints for the first time." ☠





# NEXT MONTH

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