

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

DECEMBER 2017



GIANT-SIZE CHRISTMAS ISSUE

BATTLE REPORT SPECIAL! NEW RULES! AMAZING MINIATURES!

USER GUIDE

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We hope you enjoy the issue!



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MEET THE WHITE DWARF TEAM

Squirrelled away from sight in the fabled White Dwarf bunker, itself hidden deep inside the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby organ each month.

MATT KEEFE

Editor

Rumours abound that Editor Matt has spent most of the month playing games – vital 'playtesting' as he likes to call it.

Matt's highlight this issue:

"The new Warhammer Quest adventure. I really like Silver Tower and Shadows Over Hammerhal and I've been waiting for more."



MICHAEL HAUGEN WIESKE

Production Editor

Michael is a production editing machine, able to edit this entire magazine in the time it takes him to paint just one model.

Michael's highlight this issue:

"The last page of the magazine." Why might that be, we wonder? "No, it's Illuminations, actually. Or maybe Sly Marbo."



MELISSA HOLLAND

Digital Editor

In what is probably old news in the real world by now, Mel has recently been working to bring White Dwarf to your Android and Apple phones.

Mel's highlight this issue:

"Being on holiday. Apart from that, setting a load of snakes on Jonathan." (*Much like she did to Dan last month.* – Ed)



MATTHEW HUTSON

Lead Designer

Matt tackled the Warhammer Age of Sigmar and Warhammer 40,000 Battle Reports this issue, indulging his love of putting arrows on things.

Matt's highlight this issue:

"Playing Michael in the Warhammer 40,000 Battle Report. It was my first time using the Primaris Space Marines in a game."



BEN HUMBER

Designer

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

Ben's highlight this issue:

"Raid on Khott's Folly (the Necromunda Battle Report) – I enjoyed playing the game. I also really like the models in Blanchitsu."



SHAUN PRITCHARD

Reprographics Operative

Christmas in the White Dwarf bunker coincides with summer holidays in the real world, Shaun's included. We barely recognise him.

Shaun's highlight this issue:

"The Model Photo. Well-taken photographs make my job a lot easier!" Don't make Shaun sad, folks – take good photos.



DAN HARDEN

Staff Writer

Dan took advice from the photographers this month, for our feature on taking the Model Photo, as you can see [here](#).

Dan's highlight this issue:

"Working on the Shadespire article. It's not the type of game I normally play, so it was interesting coming up with some tactics for a change."



STUART EDNEY

Staff Writer

It was the lofty heights of the Design Studio's art eyrie for Stu this month, with Illuminations, amongst others, on his plate this issue.

Stuart's highlight this issue:

"Blanchitsu. I absolutely love that warband. The tone and style of it absolutely nails what I love about Warhammer Age of Sigmar."



MARTYN LYON

Photographer

Not content with dispensing photographic wisdom to Dan this month, Martyn also showed him a thing or two about Shadespire.

Martyn's highlight this issue:

"Illuminations. I like the dark, gritty style of Age of Sigmar art and I like seeing more of the Mortal Realms. It really fills the imagination."



JONATHAN STAPLETON

Photographer

A former member of the Design Studio, Jonathan's past work inspired one of this month's Battle Reports. See [here](#) for the full story.

Jonathan's highlight this issue:

"Creating the battlefields for the Battle Reports. It's like what we do for photographs so it was great fun doing the same for some games."



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CONTENTS

PLANET WARHAMMER

Just what's going in the worlds of Warhammer? Find out here.

CONTACT

The letters page. Get in touch and have your say.

TEMPORAL DISTORT

We cast our gaze back to the long-lost days of October 1999.

RETURN TO HAMMERHAL

Loads of new rules for Warhammer Quest: Shadows Over Hammerhal – including a brand-new quest!

GOLDEN DEMON: CLASSIC

We show off the winning entries from no less than three categories of Golden Demon: Classic 2017 – Warhammer 40,000 Single Miniature, Warhammer 40,000 Vehicle and Duel.

THE BATTLE FOR EREBOR

Adam Troke and Jay Clare of the Middle-earth™ team take the Dwarves of the Iron Hills and the Orcs of Gundabad to war in this month's Middle-earth Battle Report.

THE EVERWINTER CURSE

It's the battle of the photographers as Martyn and Jonathan duke it out in our Warhammer Age of Sigmar Battle Report.

RAID ON KHOTT'S FOLLY

The Ironlords and the Carrion Queens are at each other's throats again in this month's Necromunda Battle Report.

ASSAULT ON URDEK

Michael and Matt H do battle on a classic feature board for this Warhammer 40,000 Planetstrike Battle Report.

BUILDING YOUR DECKS

We take a look at the art of deck building in Shadespire – it's nothing to do with fine wooden flooring...

CORRUPTION'S HEART

A brand-new Space Hulk mission with loads and loads of Genestealer Cultists to fight!

RUNNING A SUCCESSFUL LEAGUE

James Hewitt waxes lyrical on the subject of the orderly running of Blood Bowl leagues.



Return to Hammerhal – a new adventure to test even the hardest of heroes.



Running a Successful League – mastering the hardest job in Blood Bowl!



Nine more winning entries from Golden Demon: Classic 2017. Truly outstanding brushwork!

THE BATTLE FOR EREBOR



THE EVERWINTER CURSE



BATTLE REPORT SPECIAL

RAID ON KHOTT'S FOLLY



ASSAULT ON URDEK



ILLUMINATIONS

This month, we look at Paul Dainton's cityscape pieces shown in Seasons of War: Firestorm.

THE MODEL PHOTOGRAPH

Want to know how to take the best photos of your models? The White Dwarf photographers reveal all...

ARMIES ON PARADE 2017

Four more fantastic armies from around Games Workshop HQ.

BLANCHITSU

Blanchitsu delves into the Mortal Realms with Jake Ozga.

CEGORACH'S REVENGE

Gavin Beardsmore shows off his exquisite Harlequin force, the Masque of the Silent Shroud.

PAINT SPLATTER

How to paint Dark Angels and Blood Angels.

READERS' MODELS

We've got a selection of models painted by you, our readers.

IN THE BUNKER

What have we been up to this month between the eternal labour on our favourite hobby mag? Find out here...

WHITE DWARF™

DECEMBER 2017

TO THE VICTOR THE SPOILS

Welcome to December's White Dwarf. This is, of course, a special issue, celebrating that most magical time of the year – August, when we get to make Dan wear a Santa hat round the office. By the time you read this out in the real world it will, of course, be Christmas, so thankfully the strange looks won't all be for nothing.

Joking aside, this Christmas issue brings with it some rather cool free gifts – game cards for Warhammer Quest, Blood Bowl and Shadespire. (You can find out more about these [here](#).)

Elsewhere, we wanted to do something to mark the occasion, so we asked ourselves what are some of people's favourite things about White Dwarf and how could we celebrate them? One element that stood out above all others was Battle Reports. And so, this is something of a Battle Report special, featuring a massive four Battle Reports – the most ever featured in a single issue of the magazine, we think. And to further celebrate our many games, on top of that we've got a new adventure for Warhammer Quest, a new mission for Space Hulk, tips for running leagues in Blood Bowl and more. So, that's a whopping seven games represented this month.

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?

HEROIC ADVENTURES AND DEADLY CHALLENGES AWAIT IN THE CLASSIC DUNGEON-CRAWL



WARHAMMER QUEST: SHADOWS OVER HAMMERHAL

A sinister threat lurks in the catacombs below Hammerhal. Take your band of heroes into the darkness, and clear Sigmar's greatest city of this corruption!



USE YOUR WARHAMMER AGE OF SIGMAR MINIATURES TO ADD NEW CHALLENGES



Choose from a selection of 44 heroes from the Warhammer Age of Sigmar range, and take them into the Silver Tower.

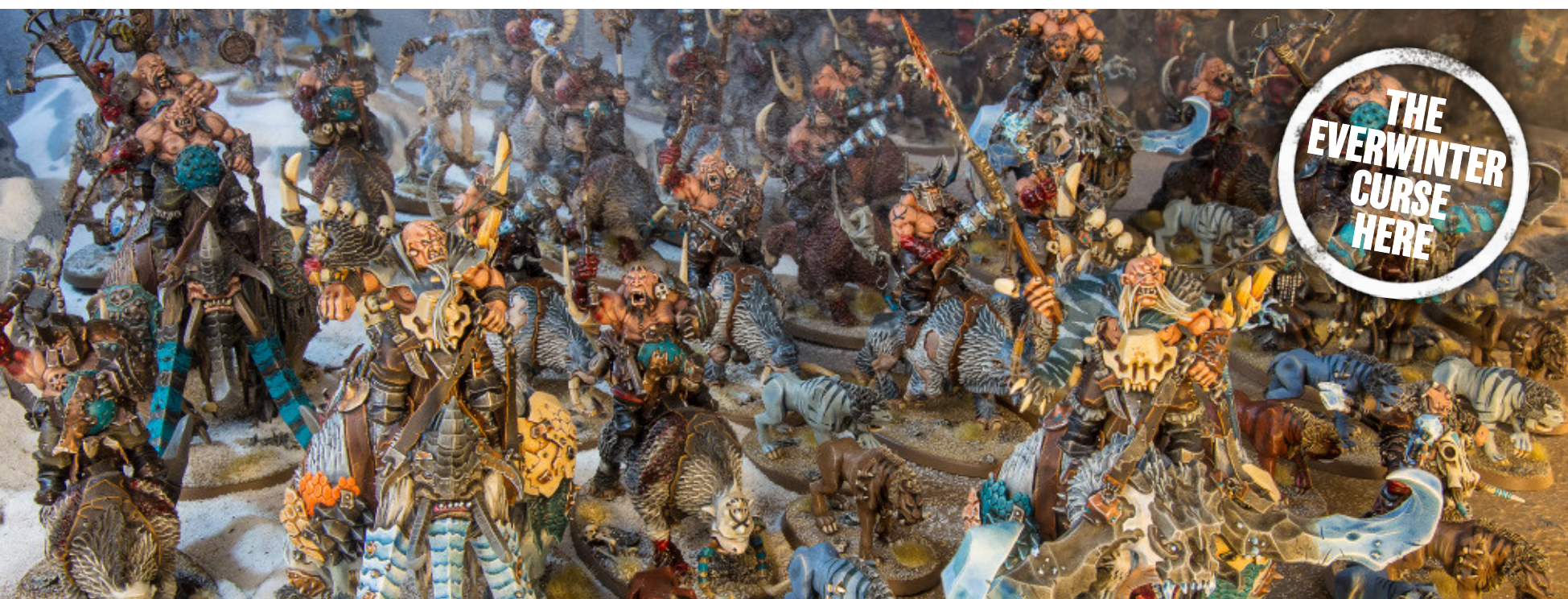


Add extra Chaos enemies and challenges to the Silver Tower and the dungeons beneath Hammerhal.



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!



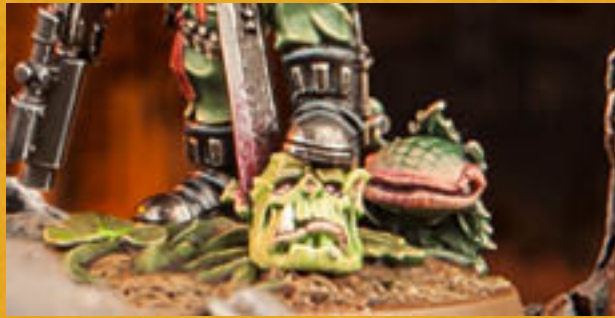
CARDS, HULKS AND BALLS

It's not only battle reports this month – there's an in-depth article on the dark art of deck building in *Shadespire* [here](#), a new *Space Hulk* mission, *Corruption's Heart*, featuring *Genestealer Cults*, [here](#), and top advice for running a *Blood Bowl* league [here](#).

BATTLE REPORT SPECIAL

December is a great time for games, with time off over Christmas looming for many, and we're sure a lot of you have a game or two on your Christmas wish lists. So, we thought we'd make this issue a true gaming special, with Battle Reports for not one, not two, not five, but four different games – *Warhammer 40,000*, *Warhammer Age of Sigmar*, the *Middle-earth™ Strategy Battle Game* and *Necromunda*, and on top of that, we've got new rules for *Space Hulk* and *Warhammer Quest*, and top tips on running a *Blood Bowl* league.

But that's not all that's on offer this month – we cover codexes and new miniatures for the *Dark Angels* and *Blood Angels*, along with *Chapter Approved*, a *Warhammer 40,000* supplement with loads of new rules and gaming content. Turn the page for more detail! *Blood Bowl* kicks off the winter season with a brand-new plastic team – the *Elven Union's Elfheim Eagles* – and a full swathe of accompanying merchandise. And then there's a pair of wonderful new character models, too – *Lord-Celestant Gavriel Sureheart* and the man, the myth, the legend, that is *Sly Marbo*...



Tap the pictures above for more information.



YOUR FREE GAME CARDS!

This month's issue comes with game cards for no less than three games! Print them out yourself, or get a copy of printed White Dwarf for cardboard versions. First up is the Healing Potion card for Shadespire ([here](#)). The card and its effects will be familiar from the Starter Set, but the artwork is exclusive to this version of the card. Next up, we've got a Special Play card for Blood Bowl commemorating a certain 'celebratory' time of year ([here](#)). Finally, we've got twelve new cards for Warhammer Quest ([here](#)). What are these for, you ask? Well, they're part of the brand-new set of adventures we'll be bringing you over the next few months, beginning [here](#) this month.





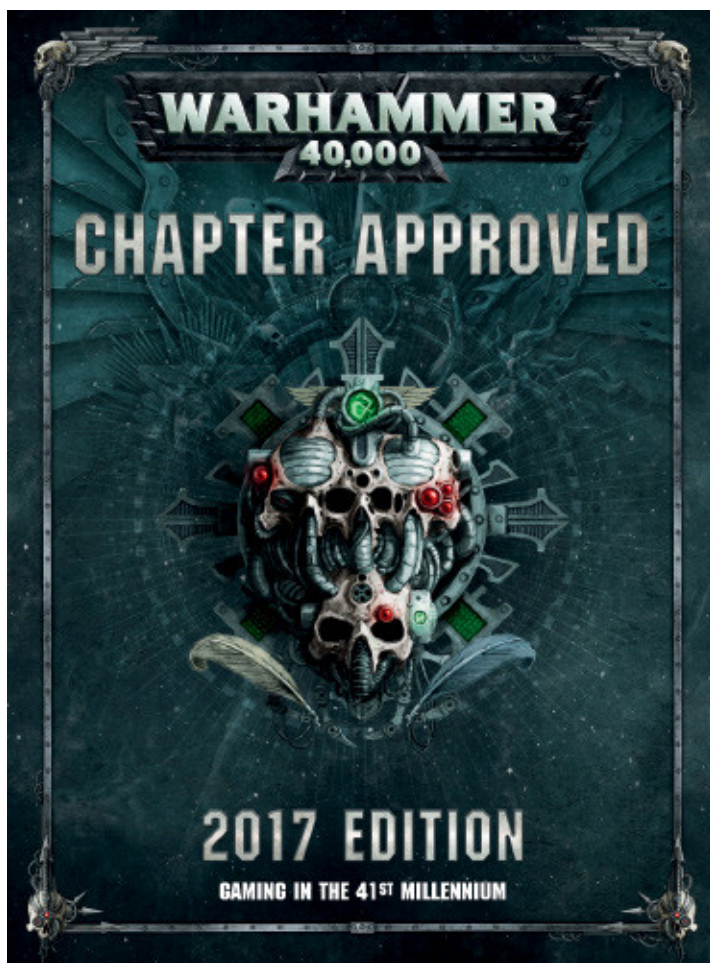
PLANET WARHAMMER

CHAPTER APPROVED

This month, Chapter Approved returns as a new annual supplement for Warhammer 40,000 full to bursting with gaming content. Whether you love matched, open or narrative play, the inaugural volume of Chapter Approved will have something for you.

LORD OF WAR

The Chapter Approved 2017 Warlord Edition not only has all the same great content as the regular edition but also comes with an army roster pad, two game trackers (for command and victory points) and a set of tokens. Visit games-workshop.com for more information.



CHAPTER APPROVED 2017

Loaded with new ways to play Warhammer 40,000, Chapter Approved 2017 is – as the name suggests – the first in a series of annual supplements that expand your gaming options. The first part of this volume has loads of content for open play, like rules for creating datasheets for Land Raider variants of your own invention. There's a section on playing Apocalypse games – from scenarios for massive games to advice on organising day or weekend-long games. The second part is for narrative play and provides Planetstrike and Stronghold Assault missions, expanding on what's in the Warhammer 40,000 book. The third section – on matched play – has 12 new missions and new warlord traits, relics and stratagems for 11 factions who've yet to receive a codex (Sisters of Battle players, rejoice).

Want more? The appendix has rules for using Sector Mechanicus and Deathworld Forest terrain in your games, rules for Empyric Storms and revised points values for loads of units – including Forge World ones!

DESIGNERS' NOTES: CHAPTER APPROVED

Want to know what Chapter Approved 2017 is about? The Design Studio's Wade Pryce reveals more about the new book.

Wade Pryce: The basic idea we had for Chapter Approved was to be a seamless addition to the contents of the Warhammer 40,000 book. So you'll see that the way the book is presented is in the same style and tone. It's probably easiest to think of Chapter Approved as a bit of a gaming toolbox – you and your friends can cherry-pick the ideas you want to use or like for your games and ditch what you don't.

For narrative play, we have expanded versions of Planetstrike and Stronghold Assault. These had four pages each in the Warhammer 40,000 book – in Chapter Approved 2017, both have their own warlord traits and detachments and their own stratagems, six missions each and a guide for

"Apocalypse is back in Chapter Approved 2017," says Wade. "Open play is a big part of the game now, and Apocalypse is essentially open play but bigger – this incarnation is about keeping the flow of the game and not getting bogged down with whether or not a single Guardsman survived a bombardment."



"We put a lot of missions in the Warhammer 40,000 book," says Wade. "We've continued that with Chapter Approved – it includes 27 new missions, from no-holds-barred Apocalypse battles to finely-honed Eternal War missions that are perfect for competitive play or pick-up games at your local store."

CHAPTER APPROVED: MATCHED PLAY

Andy Smillie, Community Manager: We always wanted Warhammer 40,000 to evolve based on community feedback. Since this edition launched in the summer, there have been dozens of tournaments and Matched Play events around the globe. We've taken feedback from hundreds of players and organisers and fed them into Chapter Approved. The result is a set of updated rules and structures that allow for new tactical challenges, reign in some of the more overused unit types, and present a more enjoyable and balanced competitive experience.

Two of the key new rules are Boots on the Ground and Objective Secured. The former means flyers can no longer hold objectives – an exciting change, forcing players to think harder about their army lists and how they deploy the tactical flexibility (and awesome firepower) of flyers. With

Objective Secured, any troops unit in a battleforged army trumps other units when it comes to controlling objectives. This makes infiltrating troops units like Space Marine Scouts potential game-winners.

There are 12 new missions in Chapter Approved. These don't replace the current ones but instead give you even more options for your games. Central to these new missions is a new mechanic to decide who takes the first turn – both players roll a dice with the player who finished deploying first adding +1. The winner chooses to go first or second. This is perhaps the most dramatic change, presenting players with a whole host of challenges for building and deploying their army.

With Chapter Approved, matched play games are even more tactical, rewarding players who bring a balanced force that can adapt to any mission or foe.

FIVE THINGS WE LOVE IN... DECEMBER

5 Golden Demon! This month, we cover more from May's Golden Demon: Classic – starting [here](#), we show off the winners for the Warhammer 40,000 Single Miniature, Warhammer 40,000 Vehicle and Duel categories. Gareth Nicholas's Blood Angels Librarian is breathtaking – especially that force axe!

4 Illuminations! We chatted with Illustrator Paul Dainton about his artwork in Seasons of War: Firestorm – in particular the cityscapes of Sigmar. Just what was he thinking about when he designed these new vistas? You can find out [here](#), along with a look at these fantastic pieces of art of the Age of Sigmar.



3 Blanchitsu! While it's often thought by some that the style of Blanchitsu is the preserve of the 41st Millennium alone, this month shatters that notion with Jake Ozga's Aelves of the Black Sloth Hell. Click [here](#) to find out more about this haunting, nightmarish aelven warband.

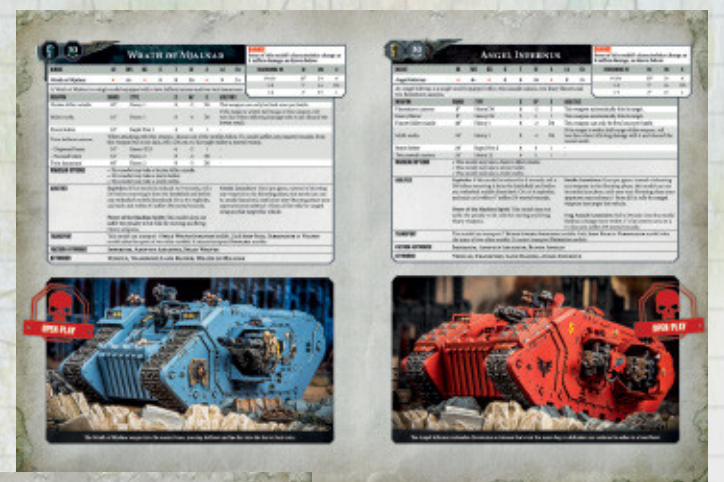
running them as campaigns. And not only can you play Planetstrike or Stronghold Assault – how about combining the two for a Planetary Invasion campaign?

If you prefer open play, one thing we've added is the Land Raider variant rules – encouraging a little light conversion work using parts from various Space Marine vehicles.

We keep a close eye on the balance of the game. For matched play, Chapter Approved gives us the chance to update points values regularly rather than wait to revise them when armies get new codexes – we've updated a lot of them based on player feedback we've received over the year.

Finally, the appendix has new terrain special rules that everyone will want to try out, covering Deathworld Forests and Sector Mechanicus battlefields. A lot of what used to be terrain special rules is now stratagems, allowing you to use the battlefield itself against your opponent at the most opportune moment.

"The Land Raider design rules are a bit of fun that opens up some great modelling opportunities," says Wade. "There's no points costs – they're not intended for matched play – but they do give you a chance to tinker with the variety of Space Marine (and Chaos Space Marine) vehicle kits to come up with something cool."



"There's a lot of factions in Warhammer 40,000, and we're doing our best to make sure each has a codex of their own soon. In the meantime for some factions, we're releasing a faction-exclusive warlord trait, relic and stratagems, adding some new flavour and exciting new mechanics to armies currently using the Index books."



PLANET WARHAMMER

THE ANGELS OF DEATH

Enemies of the Imperium beware! This month sees the release of two new codexes for Warhammer 40,000 – Codex: Dark Angels and Codex: Blood Angels – along with awesome new character models as well as datacards, dice and new upgrade sets for both Chapters.



CODEX: DARK ANGELS

The Dark Angels are a Chapter of stubborn and intractable warriors, facing the foes of the Imperium across the length and breadth of the galaxy. But for all their battle honours, the Dark Angels hide a secret that dates back to the Horus Heresy – a stain on their honour they will do anything to one day expunge.

This 144-page tome contains everything you need to know about the Dark Angels, including their origins, their history and the truth behind their darkest secrets. It also chronicles the arrival of the Primaris Space Marines to the ranks of the Chapter and its successors, with the army list now expanded to include the likes of Aggressors, Repulsors and Redemptor Dreadnoughts alongside stalwarts of the Dark Angels like Interrogator-Chaplains, Ravenwing Black Knights and Deathwing Terminators. It also has all you'd expect from a Warhammer 40,000 codex, such as exclusive stratagems, tactical objectives, Relics of Caliban and an exclusive psychic discipline for Dark Angels psykers – Interromancy.



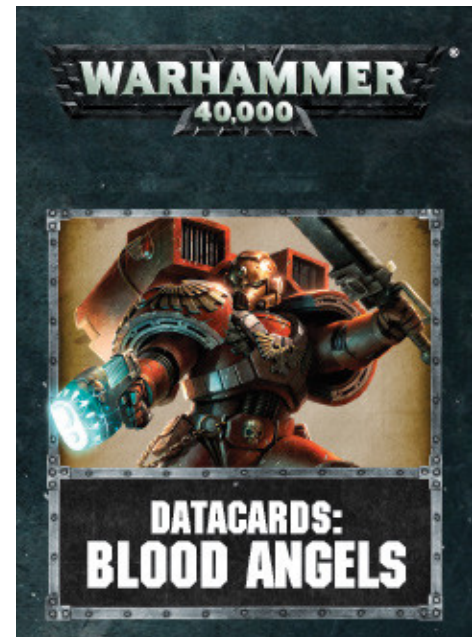
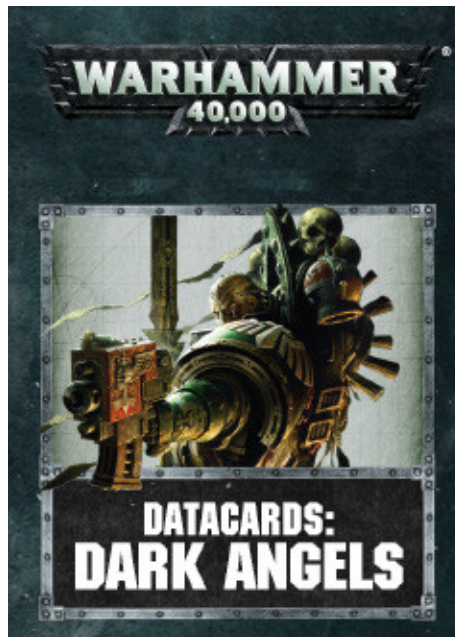
CODEX: BLOOD ANGELS

Though one of the most feted and noble of Space Marine Chapters, the Blood Angels are secretly afflicted with a hidden torment. Each battle-brother of the Chapter, from the lowliest novitiate to the Chapter Master, is burdened with the Flaw – twin curses that can turn the noblest warrior into a debased berserker, driven to madness by impossible visions. Despite this canker in the very heart of their being, the Blood Angels remain steadfast, fighting to retain the Emperor's order in the Dark Imperium.

Weighing in at 144 pages, Codex: Blood Angels is your go-to guide for these tragic heroes. Not only does it contain the army list for using your Blood Angels on the tabletop – including the full spread of new Primaris Space Marine units, exclusive warlord traits, stratagems, tactical objectives, Relics of Baal and the Sanguinary psychic discipline – but it also chronicles the history of the Chapter, from its formation in the Great Crusade to the 41st Millennium and the Tyranid invasion of its home world of Baal.

DATA CARDS: DARK ANGELS & BLOOD ANGELS

These two packs of datacards collect all the stratagems, tactical objectives and psychic powers for their respective Chapters – including each Chapter's exclusive stratagems, tactical objectives and psychic discipline, as well as all the general-purpose objectives and stratagems from the Warhammer 40,000 book. There's even a card for Smite, too – after all, it's far too useful a power for a Librarian not to use...



DESIGNERS' NOTES: DARK ANGELS AND BLOOD ANGELS

Want to know what went into creating these new codexes? Wade Pryce, one of the Design Studio's product developers, talks about the two new books.

Wade Pryce: The new codexes are pretty similar in composition – if you've read Codex: Grey Knights, they follow that style, in that each codex is about a specific Chapter.

The Blood Angels are still tortured, heroic and angelic but hide a savage heart, while the Dark Angels are moody, silent and not that big on sharing their secrets. Both books bring the Chapters right up to date with recent events in Warhammer 40,000, like the emergence of the Great Rift and the Indomitus Crusade. And both Chapters have been expanded by the addition of Primaris Space Marines – both have access to all the new units. A theme running through the new background of both Chapters is how they react to the Primaris Space Marines.

The Blood Angels and their successor Chapters were slowly dying out because of the Flaw and unable to replenish their ranks after their losses following the invasion of Baal. The arrival of the Primaris Space Marines offers hope for the Chapter's survival, so these new brothers have been welcomed with open arms. There's no Primaris Space Marines in the Death Company, for example – for the time being, at least, we don't know yet if Primaris Space Marines will succumb to the Black Rage. But the Primaris Space Marines have only been added to the ranks of the Chapter relatively recently, so time will tell if they are truly free of the Flaw...

The Dark Angels, however, are not entirely happy with of new Space Marines showing up

and saying that they've been told to discover their history at the orders of Lord Guilliman. The Dark Angels barely share their secrets amongst themselves, so they're not going to share that stuff right away. There are no Primaris Space Marines in the Deathwing yet – but it's early days. There's every chance those that prove themselves will be welcomed into the Inner Circle. For now, they're only told the 'palatable' version of the Chapter's history.

We also looked at the wider range of Space Marine miniatures and added units to both Chapters' army lists – like the Hunter, Stalker and Stormhawk Interceptor – as there was no reason for either Chapter not to have them, while the Dark Angels now have access to Scout Bikers. Well, where else are candidates for the Ravenwing going to learn the tricks of the trade?

"A theme running through the new background of both Chapters is how they react to the Primaris Space Marines."



CHAPTER DICE

Our hobbywrights have been hard at work producing a new breed of dice – carefully weighted, with square corners, for perfect rolling. Each 20-dice set comes in the colours of its respective Chapter. For the Dark Angels, there are 12 in green and bone, four in black and bone and four in bone and green. For the Blood Angels, 12 are in red and black, four in gold and red and four are black and red. With the Blood Angels dice, take a closer look at the skull representing a one...



PLANET WARHAMMER

Lieutenant Zakariah can be built with a choice of two heads – either hooded in the robes of a Dark Angels veteran or wearing a Mk. X Tacticus helm with the sword symbol of a Dark Angels veteran (1).

Zakariah's power sword (2) has a similar design to the power swords and relic blades wielded by other Dark Angels heroes – the crosspiece and hilt match those carried by Company Masters and Company Veterans.

As is typical for a hero of the Dark Angels, Lieutenant Zakariah carries a plasma pistol (3), albeit one of Cawl-pattern design, rather than the ancient, pre-Imperial relics that can be found in the deepest, darkest recesses of the Dark Angels' fortress-monastery, the Rock.

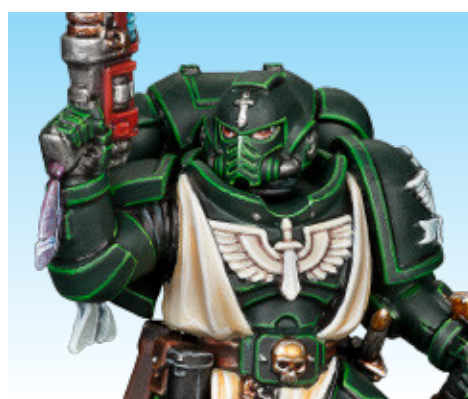
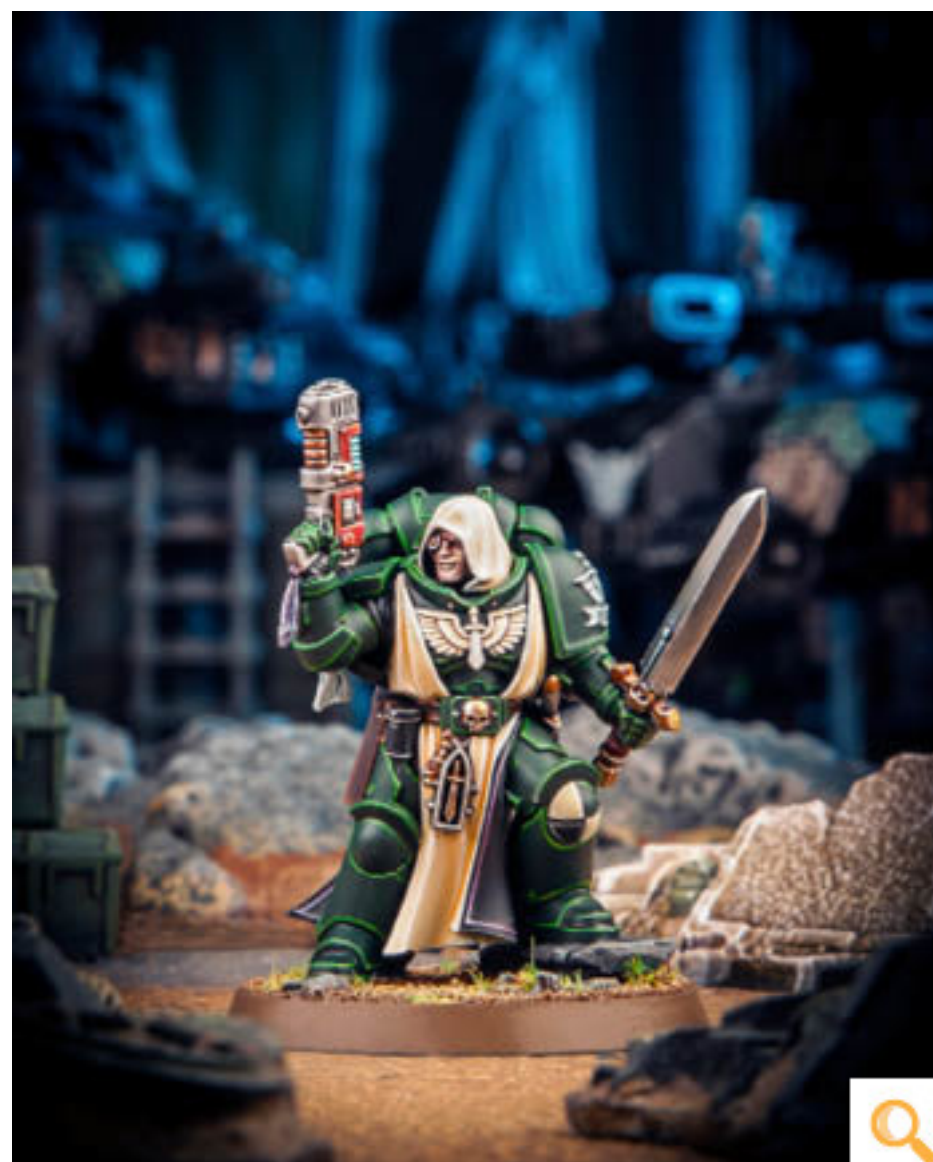
Nevertheless, the pistol has one piece of custom decoration – the feather on the pistol grip is a piece of ornamentation that harks to one of the allegorical tales of the Chapter's history.



DARK ANGELS LIEUTENANT ZAKARIAH

The expansion of the Codex Astartes by Lord Guilliman was cautiously welcomed by the Dark Angels, who were quick to update their order of battle. The addition of the rank of Lieutenant has proven to be an especially wise one, as the post has been an excellent proving ground for aspiring Company Masters – especially as many of these leaders' seats remain empty after the tumultuous events of the opening of the Great Rift and the loss of many noble heroes of the Chapter.

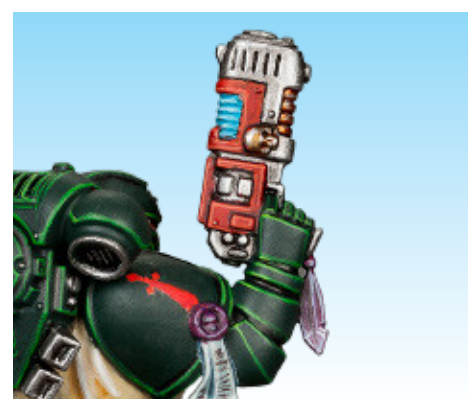
This kit includes Dark Angels Primaris Lieutenant Zakariah, who can be used as a Primaris Lieutenant of your own invention, armed with power sword, plasma pistol and a choice of head.



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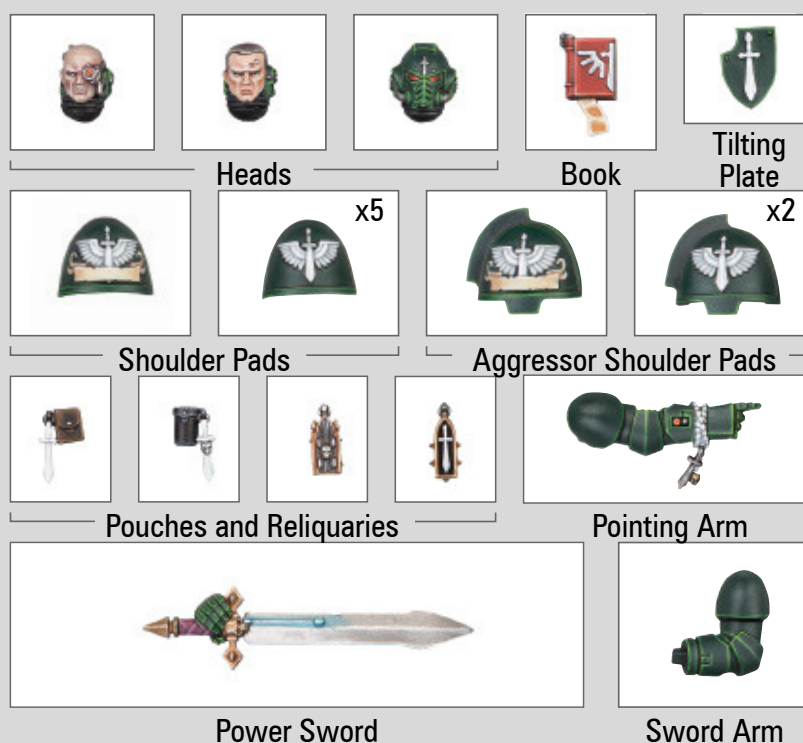
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DARK ANGELS PRIMARIS UPGRADES

Whether you're starting a new Dark Angels army or expanding a collection with the new Primaris Space Marines, you'll want to get your hands on the Primaris Upgrades set for the Dark Angels. It comes with 21 fantastic bits to customise your Hellblasters, Intercessors and Aggressors – like two new (suitably stern) bare heads, a Calibanite power sword, Mk. X Tacticus and Gravis shoulder pads, icons, reliquaries and even a prayer book.



This Intercessor Sergeant has been built with the power sword from the upgrade pack, along with a Mk. X Tacticus shoulder pad, reliquary and bare head with bionic eye.

BLOOD ANGELS LIEUTENANT TOLMERON

Primaris Space Marines have been deployed throughout the Blood Angels Chapter with some, like Lieutenant Tolmeron, taking command roles. In the Blood Angels Chapter, Lieutenants serve as the right and left hands of a Captain – while the cool-headed Warden of the Blood is there to assume command should the Captain fall to the Red Thirst, the savage Sword of Sanguinius leads the deadliest assaults from the front and pursues victory whatever the final cost. This kit gives you Blood Angels Primaris Lieutenant Tolmeron, who can be used to represent any Blood Angels Primaris Lieutenant. He comes with alternative options for heads, weapons and holsters.



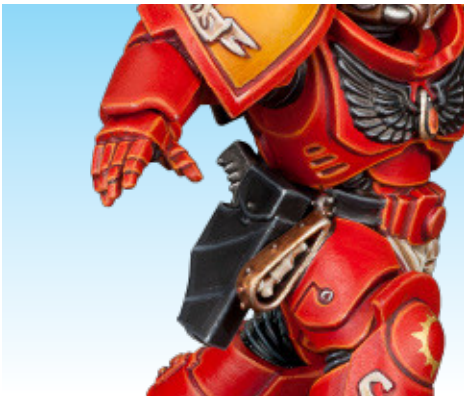
Lieutenant Tolmeron comes with a choice of two heads – either enclosed in a Mk. X Tacticus helm or bare (1). Judging by the scar on his right eye, it won't be long before Tolmeron gets himself a bionic. Lieutenant Tolmeron's power sword (2) is more like a cutlass than the long blades wielded by other Primaris Space Marine characters – the design evokes the feel of the encarmine swords wielded by the Sanguinary Guard and the Baal-forged power swords carried by members of the Blood Angels' Death Company. The kit comes with a choice of hands and holsters, so you can build Lieutenant Tolmeron with bolt pistol in hand and an empty holster or with his pistol holstered and his hand empty (3) – no doubt ready to draw his sidearm to blow away whatever heretical filth is foolish enough to cross his path.



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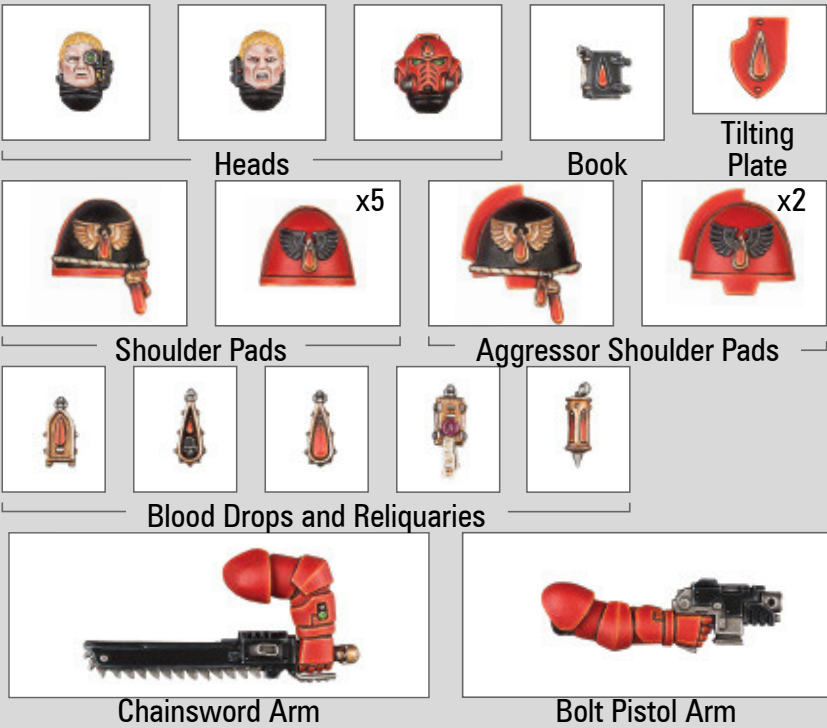
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BLOOD ANGELS PRIMARIS UPGRADES

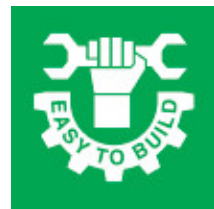
As a Chapter of master artisans, you'd expect the Blood Angels to add some ornate detailing to even their newest wargear – so if you're putting together a force of Primaris Blood Angels, here's a pack of 21 parts to add a decidedly Sanguinian flavour to your force. It includes shoulder pads detailed with the Chapter icon for Intercessors, Aggressors and Hellblasters, reliquaries, an arm with a Cawl-pattern bolt pistol and a trio of new heads.



This Intercessor Sergeant uses the chainsword and bolt pistol from the upgrade pack, as well as the helmeted head, Mk. X Tacticus shoulder pad and icons.



FLESH AND IRON



This month sees a quartet of new Easy to Build kits for Warhammer 40,000 – two for the Space Marines and two for the Death Guard. Perfect for newer hobbyists, these fantastic kits have fewer parts in the box, but without losing detail or quality!



EASY TO BUILD PRIMARIS AGGRESSORS

Unstoppable walls of ceramite and raw aggression, Aggressors are amongst the most brutal close support troops available to a Space Marine commander. Unyielding and indefatigable, little can slow their relentless advance, for their Mk. X Gravis armour is proof against all but the most punishing of enemy firepower. Armed with flamestorm gauntlets, they are terror incarnate in city fights, boarding actions and tunnel warfare, where gouts of white-hot flame and paired power fists are deadlier even than the most exquisitely crafted relic-weapon.

This kit contains three Easy to Build Primaris Aggressors, each of which is armed with a pair of flamestorm gauntlets – while they only have the one weapon option, there's far fewer parts than in the multipart version of this squad, making this set very easy to assemble. And as they're push-fit kits, you can build them without a drop of glue, too. As they're loaded with the same level of detail as the multipart kit, we think you'd be hard pressed to tell the difference between the Easy to Build and multipart Aggressors once they're painted on the tabletop.

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The squad's sergeant (1) has slightly more ornamentation than his subordinates – as is only fitting, he is the squad leader, after all. There's skulls on the knee, flamestorm gauntlet and helm – a symbol denoting rank. He also bears a Crux Terminatus, indicating he's a Chapter veteran.

The rear of an Aggressor (2) is dominated by his backpack, which is enlarged to accommodate the power plant needed to drive the extra servos and systems of the Mk. X Gravis armour. There's also the huge armoured fuel tanks used by the Aggressor's flamestorm gauntlets to drown foes in streams of flame.

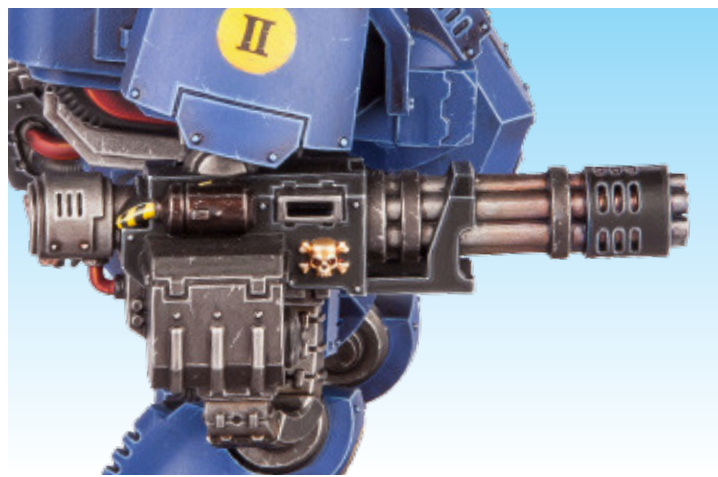




EASY TO BUILD PRIMARIS REDEMPTOR DREADNOUGHT

Arguably the pinnacle of Adeptus Astartes Dreadnought technology, the Redeemptor combines the manoeuvrability and technological sophistication of the relic Contemptor pattern with the design of the widely used Castaferrum Dreadnought and the weapons of Archmagos Cawl's forges. While deadly in the extreme to the enemies of Mankind, to be entombed in these machines is both a blessing and a curse. Those heroes interred in such a mobile war-tomb often burn brightly but briefly – the strain of piloting a Redeemptor can render even the most iron-willed into ruined husks before long.

This kit has all the stature and detail of the multipart version but in just 12 parts, which you can assemble without any glue. If you've wanted to get yourself a Redeemptor for your Space Marine force, there's no excuse not to – you can get it built and onto the table in no time at all!



This Redeemptor Dreadnought comes with a heavy onslaught gatling cannon (1) – a rapid-fire anti-infantry weapon.

Mounted on the Redeemptor fist (2) is a heavy flamer similar to those carried by Aggressors. Armed with this, the heavy onslaught gatling cannon and fragstorm assault launchers, the Redeemptor is the bane of lightly armoured infantry.



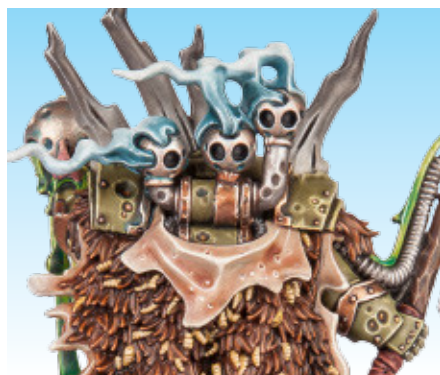
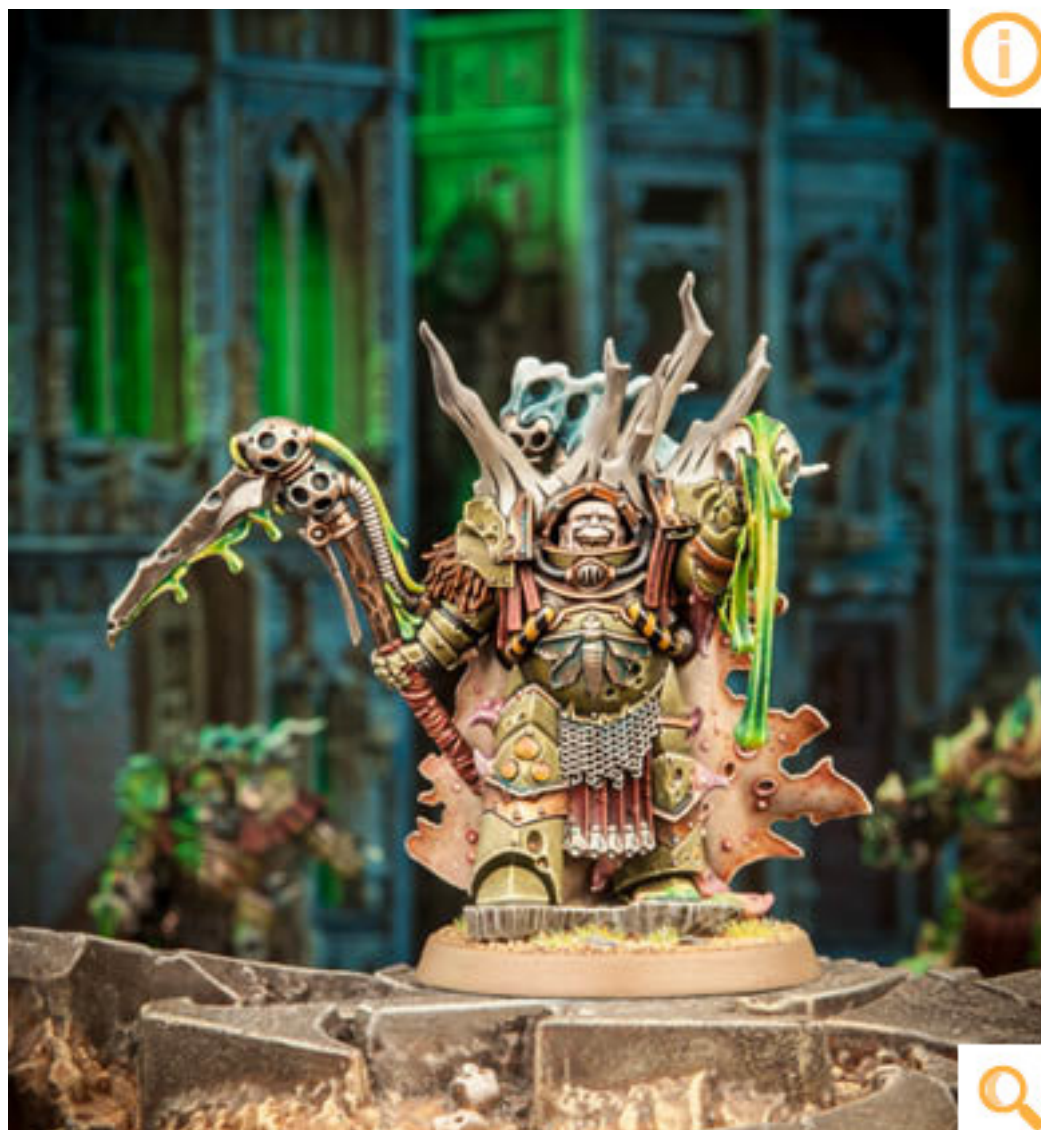


PLANET WARHAMMER

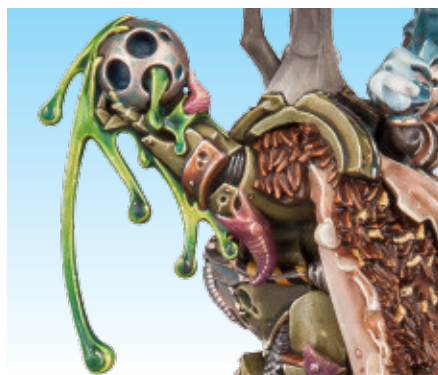
EASY TO BUILD LORD FELTHIUS & TAINTED COHORT

An irrevocably twisted soul, Lord Felthius is one of the Lords of Contagion, the rotten-hearted masters of the Death Guard Legion, who answer only to Mortarion and Nurgle. Clad in the corrupted remnants of Cataphractii Terminator armour, Lord Felthius is accompanied by his honour guard of Blightlord Terminators – each bearing the symbol of the fly, Felthius's own rune.

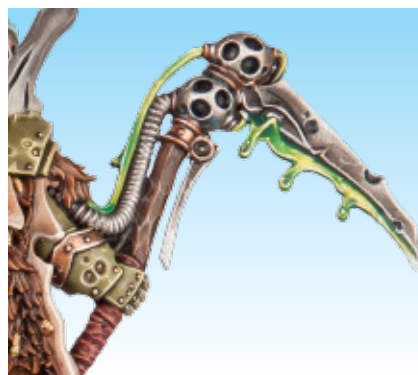
The box contains four Easy to Build miniatures – Lord Felthius and his trio of Blightlord Terminators. The models don't require any glue to build and can be ready for the tabletop in minutes. All four are covered in a nightmarish mass of mutations – one, bearing a plague spewer, is festooned in teeth, spines and gnashing maws, while another (armed with a bubotic axe and combi-bolter) is a riot of horns and spines jutting from every angle. The last is a fleshy bundle of tentacles, barely held in check by his rotten Cataphractii armour. The set also comes with a trio of base toppers to decorate these models – two Nurglings (one pulling the pin of a blight grenade they're standing on top of) and a pile of tentacled flesh.



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Felthius is clad in stinking furs draped over his Cataphractii armour (1), writhing with maggots.

In one hand, Felthius carries a strange and potent artefact of Nurgle (2), while in the other he has his manreaper of office (3) – both of which are constantly oozing disgustingly foetid rotten ichor.

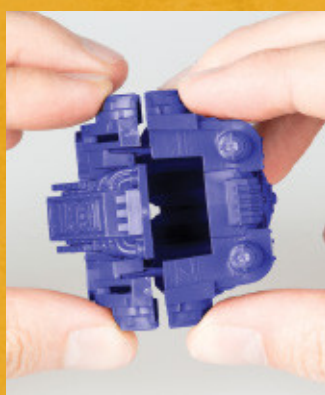
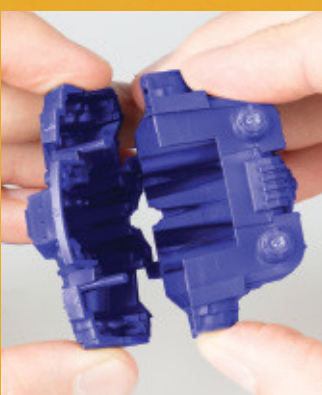




WHAT IS EASY TO BUILD?

We've described these four new kits (and a few in the past) as Easy to Build. This means they have fewer parts and are – as the name suggests – easy to assemble when compared to more complex kits like the multipart Redeptor Dreadnought.

The four kits released this month are also 'push fit' – which means they can be assembled without glue. Either way they're great starting points for new hobbyists, as they let you put a fighting force onto the tabletop quickly. What's more, you'd struggle to tell the difference between the push-fit and multipart versions of a kit – they're both designed to the same exacting standards.



EASY TO BUILD MYPHITIC BLIGHT-HAULER

Myphitic Blight-haulers are tri-tracked Daemon Engines that are part mobile fire platform and part hunting hounds, fulfilling a similar role to Havocs or Obliterators in other Traitor Legions. The daemonic entities that control the Blight-haulers are unerringly accurate as well as being absolutely vicious – what isn't blown apart by multi-melta and missile launcher fire will inevitably be torn to shreds by the rotten fangs of a Blight Hauler's foetid maw. Myphitic Blight-haulers are far quicker than many mortal Death Guard units, making these Daemon Engines one of the Legion's most potent battlefield assets, whether they're hunting in packs of three or operating alone to support a Death Guard advance. The central body speaks of a similar design heritage to the Foetid Bloat-drones, but where the Bloat-Drones are constantly thrashing against their confinement, Myphitic Blight-haulers are bound by far more powerful rituals.

This Myphitic Blight-hauler is a 13-part push-fit kit – so no glue is required. It's a great addition to any Death Guard force that needs some potent anti-tank firepower – and that's not taking into account its high movement speed.

Like many of the weapons used by the Death Guard in the 41st Millennium, the multi-melta (1) mounted on the Myphitic Blight-Hauler is not a repurposed relic of the Horus Heresy but was forged in the hellish workshops of the Dark Mechanicum.

The suppurating mass of Daemon flesh that makes up the body of the Blight-Hauler (2) is shackled to its armoured shell by bands of rusty iron and pulsating fleshmetal cables.

The nightmarish, insectile visage of the Myphitic Blight-Hauler (3) is often the last thing a foe sees as they're dragged into a reeking maw of rot-iron fangs.

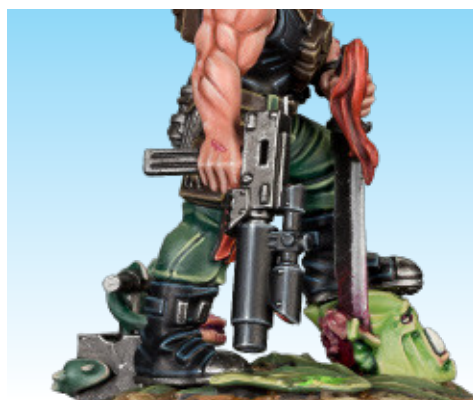


PLANET WARHAMMER

SLY MARBO

The original one-man army returns to Warhammer 40,000 with a brilliant new miniature. Sly has fought his way from one end of the galaxy to the other attached to various Catachan regiments – though he’s not what you’d call a team player. Sly works alone – commanders need only give him the order and he’ll hunt down and kill enemy leaders, break the back of enemy advances and sabotage the mightiest of war machines. Having been at war for years, Sly only comes to life on a mission – off the battlefield, he’s a silent, taciturn figure, even when being presented with yet another medal for changing the tide of yet another Imperial crusade.

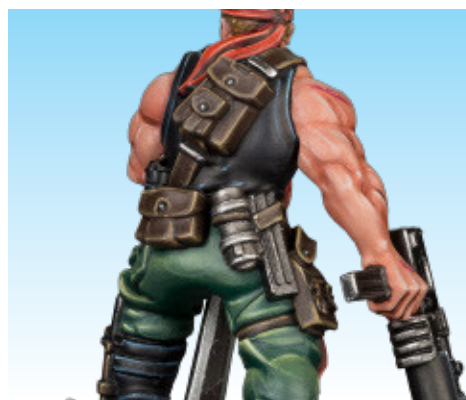
Alongside Sly Marbo, this box contains rules for using him in Warhammer 40,000 and an exclusive Sly Marbo poster.



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Sly Marbo doesn’t need fancy relics and geegaws of the Dark Age of Technology to get the job done – he’s eliminated targets without number with just his ripper pistol (1), envenomed blade and his bare hands (or, on a few rare occasions, the target’s bare hands).

As a native of the jungle death world of Catachan, predatory, sentient flora hold no peril to Sly (2) – he’s most at home in such environments. Sly’s base has a juvenile Catachan Mantrap wrapping its tendrils around one of the demolition charge detonators the one-man army carries with him.

The base also features a freshly decapitated Ork head – who no doubt never saw him coming.

As a man who always works alone, Sly Marbo only uses what he can carry with him (3) – which, being a Catachan jungle fighter, is a fair bit. Yet, Sly travels relatively light – he’s incredibly adept at using the entire battlefield as a lethal weapon.



THE LEGEND OF THE ONE-MAN KILLING MACHINE

Sly Marbo’s reputation is legendary and it’s said there’s little he hasn’t killed – while the mess-hall tales may have gotten a bit tall in the telling, there are some missions of his that are both common knowledge and (probably) true...

RYZA – SOLO MISSION

The young Marbo deploys to Ryza as part of the Catachan XII, sent to tackle Waaagh! Urgok. Two weeks after going missing, Marbo is rumoured to have returned with Urgok’s head.

PARDUS – TANK HUNTING

Marbo destroys an entire armoured convoy – the story becomes more believable when you realise that Marbo trapped the ravine the convoy travelled through with explosives.

BASK’S WORLD – ICHOR ON HIS HANDS

Marbo captures the command post of an unknown xenos race, slaying the leader and its tentacled bodyguards with only his bare hands (and, it is said, a ration tin).

OCTARIUS – HUNTERS BECOME HUNTED

While the Octarius War rages between the Orks and Hive Fleet Leviathan, it is claimed that Marbo is part of an Imperial attempt to blunt both sides – hunting Lictors for sport.

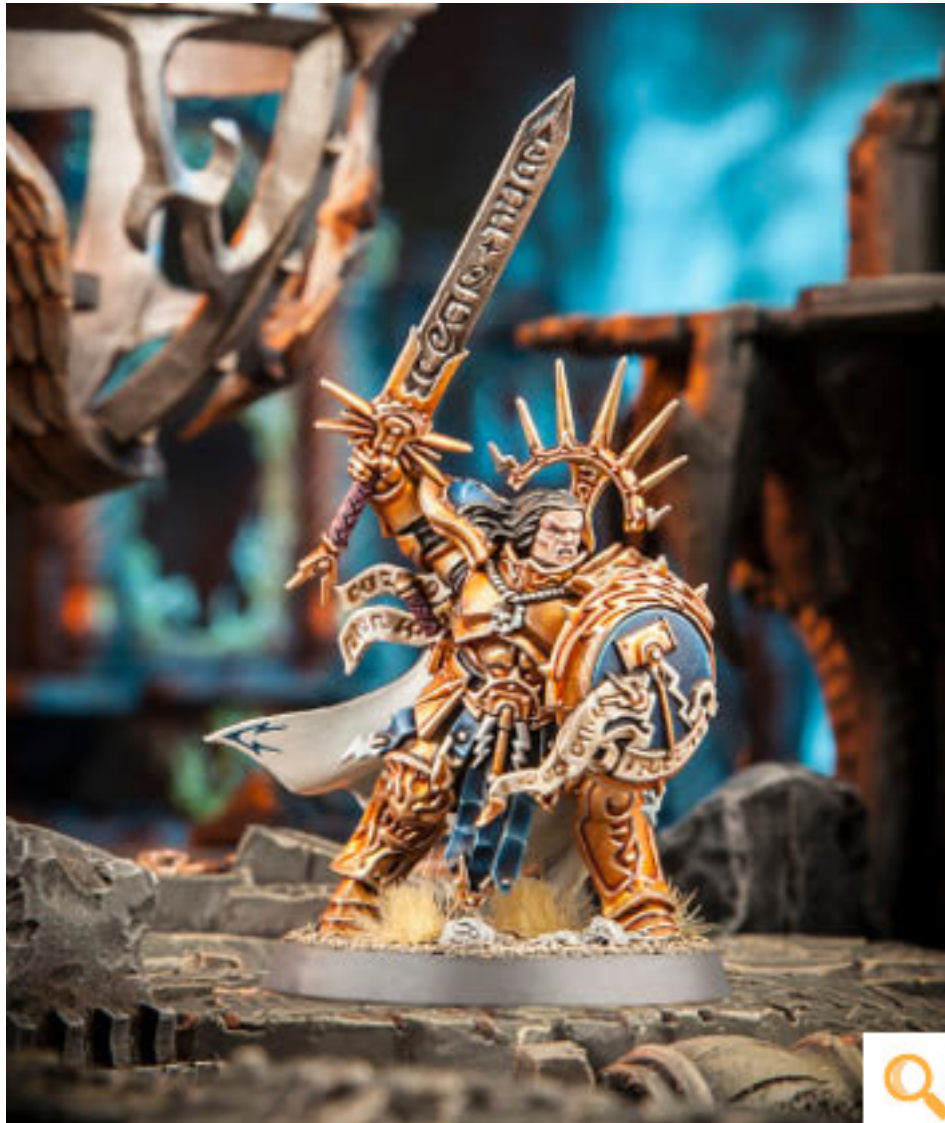
FIVE THINGS WE LOVE IN... DECEMBER

2 Photography! Taking photos of your models is an increasingly popular part of the Games Workshop hobby, and our dynamic duo of photographers teach you the dark art of miniature photography [here](#). If you’re thinking of sending pics of your miniatures to White Dwarf, or simply posting them online for all to see, the Model Photo is absolutely vital reading.

LORD-CELESTANT GAVRIEL SUREHEART

Clad in gleaming golden sigmarite and armed with a mighty runeblade, Gavriel Sureheart is every inch the epitome of a Stormcast Eternals Lord-Celestant. No foe can stay his wrath and countless are the fiends, Daemons and abominations who have fallen before his master-forged sword in the nigh-endless battles across the eight Mortal Realms.

Gavriel Sureheart is a highly detailed plastic character model and gives you another option for leading your army – after all, you can never have enough Stormcast Eternals heroes. You can also choose Gavriel instead of another Lord-Celestant to lead a Lords of the Storm battalion in any Hammers of Sigmar Warrior Chamber.



Sureheart fights his battles without the need for the typical Stormcast Eternal battle helm – he prefers to face the multifarious foes of Order without such things constricting his view (1). The long flowing locks nod toward the style of the bare heads in the Vanguard-Rangers box.

As befits one of Sureheart's rank, he is clad in an elaborate version of the Aegis armour worn by Liberators and Judicators. He bears the beastmarks of the celestial lion (2), suggesting great courage in battle. Along with his flowing cloak and round shield (reminiscent of those carried by Prosecutors) he makes for a heroic Stormcast leader.

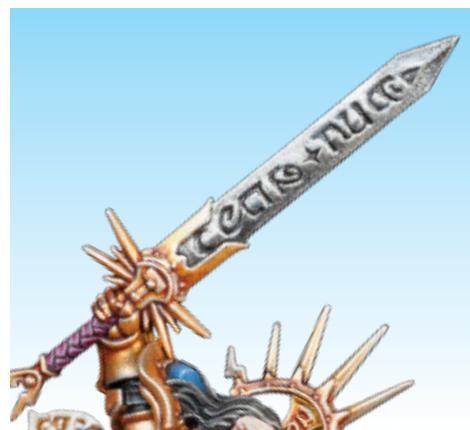
Like many Lord-Celestants, Sureheart also wields a sigmarite runeblade (3). Longer than a human is tall, it can carve through warpsteel as if it were parchment, yet Sureheart can wield the blade in one hand as easily as a mortal would carry a short sword.



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MUNITORUM REPORT: STORMCAST REFORGINGS

THE HIGHS AND LOWS OF THE IMMORTAL WARRIORS OF THE GOD-KING

HIGH: DESPISED, REDEEMED

Torglug the Despised, vile champion of Nurgle, is struck by Ghal Maraz, the Great Shatterer. While his corrupted body is slain, his noble soul is carried to Sigmaron to be reformed into the Knight-Venator Tornus the Redeemed.

HIGH: THE BLACK ANVILS

A band of hand-picked warriors of the Lightning Hawks stormhost, scarred by many Reforgings, is assembled by Lord-Relictor Shrineston to venture deep into a Silver Tower of Tzeentch. It seems the warriors are proof against the sorceries of the tower and its denizens.

LOW: A SOUL OF STEEL

After the siege of the Eldritch Fortress of Anvrok, Thostos Bladestorm of the Celestial Vindicators becomes a being of living sigmarite in times of battle – worse still, he is driven to great rages, which see him perish again duelling the Everchosen.

LOW: THE PRICE OF IMMORTALITY

As Sigmar's crusade across the Mortal Realms continues, more and more of his Stormcast Eternals are reformed – some fear that to undergo this process too many times risks becoming something else entirely...



PLANET WARHAMMER

WARHAMMER 40,000 COMBAT CARDS



Warhammer 40,000 Combat Cards is a brand-new fast-paced card game for two players that pits Imperial and Chaos fighters against each other in lane-based battles – it plays in short matches, which makes it ideal for a change of pace on a gaming club night or fitting into lunch breaks.

Players battle it out on melee, shooting and psychic power lanes to win battles – and whoever wins the most battles wins the entire game. The game can be as complex or as simple as you like, as you can start out focusing on just one

kind of battle (melee, shooting or psychic powers), before building up to use all three.

The deck contains 60 fighter cards – split between 30 for Chaos and 30 for Space Marines, with cards representing the forces of the Ultramarines, Dark Angels, Blood Angels, Space Wolves and Grey Knights as well as the Death Guard, Nurgle Daemons, Thousand Sons, Tzeentch Daemons and the Crimson Slaughter.



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NEWS FROM MIDDLE-EARTH

Citadel Miniatures and Forge World produce a huge range of plastic, metal and resin kits for *The Hobbit: An Unexpected Journey™* Strategy Battle Game. This month, four classic miniatures return to the range, just in time for Christmas.

THE LORDS OF EREBOR: THROR, THE LAST KING UNDER THE MOUNTAIN & THRAIN

While he was regarded as the greatest king of his Age, *Thror* was to see his people exiled from their realm by the Fire-drake *Smaug*. His ever-loyal son *Thrain* would seek to avenge him at the Battle of Moria, when the Last King Under the Mountain was laid low by the vile *Pale Orc*, *Azog*.

This set includes these two classic Citadel miniatures, cast from resin and chock full of exquisite fine detail.

To use both these characters in your games, you can find the rules in the appendix of *The Hobbit: Motion Picture Trilogy™ There and Back Again*.



Thror's shield (1) is a fine example of Dwarf craftsmanship – recreated in resin at such a small scale. As a Dwarf lord of unparalleled riches, *Thror* wears a cloak (2) decorated with gold.

Thrain's two-handed hammer (3) is as much a finely crafted artefact as it is a weapon – as many *Orcs* found out. *Thrain* is protected by layers of scale mail, chain mail, leather and hide (4) – it'd take a lot to get through all that.



THE MASTER OF LAKE-TOWN & ALFRID

Loyal only to gold and power, the Master of Lake-town and his slippery-tongued advisor Alfrid are the real power in Esgaroth. The Master of Lake-town is ready to use his vast wealth to ensure the loyalty of the Lake-town Guard, and Alfrid is quick to manipulate any and all around him to his advantage.

This set contains both these highly detailed characters – our favourite bit are the many fine jewels decorating the Master of Lake-town's rotund frame.

If your forces of Good can stand to have them around, the Master of Lake-Town and Alfrid's rules can be found in *The Hobbit: Motion Picture Trilogy™ There and Back Again*.



The Master of Lake-town is not one to hide his wealth – he's absolutely dripping in rings and gems (1). Much like his jewellery, the Master's cloak shows his wealth (2).

Alfrid alone knows what's written in his ledger (3) – no doubt plots and schemes to keep the Master (and Alfrid) in power over Lake-town. You'd be hard-pressed to say Alfrid is a fighter (4) – but is the quill mightier than the sword? Probably not.





PLANET WARHAMMER

BLOOD BOWL MERCHANDISE

Ears up, sports fans! The Elfheim Eagles are back on the pitch, and there's oodles of new merchandise for Elven Union fans to pick up. On top of that, this month sees the launch of the Inaugural Blood Bowl Almanac – no Blood Bowl fan should be without it!



ALSO ON SALE!

The fun, as they say, doesn't stop there – there's also a trio of seven-piece dice sets out this month – one for the Elven Union (suitably shimmery, said to be made of powdered unicorn horn), one for Chaos Renegades (slick and black with green symbols) and one for the Underworld Denizens (which glow in the dark – just what you need for your underground games).

And then there's Blood Bowl Skill Rings! These handy orange rubber rings can be wrapped around a model's base to mark it out – perhaps to show that the player has fallen flat on their face (without risking your magnificent paint job) or perhaps to indicate a particular state they're in. There's six orange rubber rings in a pack and they're designed to fit onto 32mm bases.

Finally, if you want to make sure the edges of your Special Play Cards are always immaculate, there's a pack of 50 Special Play Card Sleeves to protect your cards from grubby mitts – each is as translucent as the finest Elf-made glass, with the Blood Bowl league logo on each in gleaming gold.

THE ELFHEIM EAGLES

When the NAF collapsed back in 2489, it spelled the downfall of many Elven teams. In the next few years, thanks to contract loopholes, many rich and noble backers managed to wangle their way onto the pitch at the expense of professional players. While some of these pro Elves swallowed their pride or retired from the game, many went on to found their own teams of pro players – known to fans as Elven Union teams.

The Elfheim Eagles are amongst the finest of the Elven Union, composed of the cream of serious-minded Elf players. They have an absolutely phenomenal passing game, and their catchers are regarded by Blood Bowl

pundits as some of the best in the sport today – but beneath the masks and the (relatively light) armour, they're still Elves and just can't take a punch. It's a good thing they can run rings around most teams, then!

This box contains 12 Elven Union players – six linemen, two blitzers, two throwers and two catchers – which can have their shoulder pads and heads swapped between them, so no two players need ever look the same. There's also eight Elven balls, two score marker coins and two turn counters in the shape of the Elven Union logo. And to top all of that off, there's a pre-made 1,000,000 GP roster, so you can get your team onto the pitch right away.





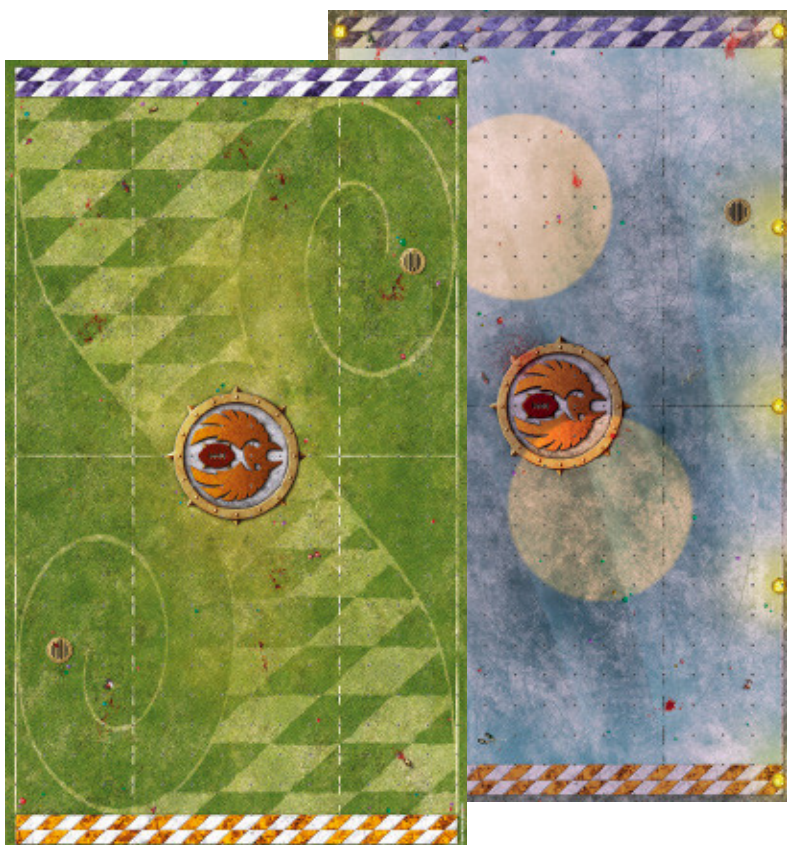
THE INAUGURAL BLOOD BOWL ALMANAC

Collecting the contents of Death Zone Seasons One and Two and lots of the strange and wonderful rules previously included in White Dwarf (like Halfling Refs, various Dwarf balls, Elf balls and the infamous Snotling Ball-Suit), the Inaugural Blood Bowl Almanac is the first in a series of annual volumes.

If you want a complete, up-to-date set of rules for Blood Bowl, you just need the boxed game and this book. The Almanac includes rules for all the teams (including Elven Union – how timely!), running leagues, new skills and abilities for players and a plethora of Star Players. There's even the optional weather tables from the much sought-after subterranean and winter pitches, so you can add even more wild and weird effects to your matches. It really is your one-stop shop for Blood Bowl goodness. We just have to wonder what the next season of the brutal game of fantasy football will bring...

TEAM CARD PACKS

Every coach needs to keep their team in order and these new Team Card Packs – for Human, Elf and Orc teams – are perfect for the job, providing reference cards for each position in the team, blank cards to record your own players on, cards for your team's Star Players and new Special Play cards – themed to your team but useable in any game. Get them all, we say.



ELF BALLS: SOULSTONE BALL



This glittering example of Elven ball-craft is studded with magical gems capable of entrapping the souls of dead Elves so that they might continue to affect the game even after their death. A player carrying a ball that has yet to be invested in this manner takes on the fearful aspect of an avenging reaper of souls! Elven Union teams have the option of using the Soulstone Ball, following all the rules for Special Balls featured in the Blood Bowl Almanac (or March's issue of White Dwarf!).

When a player picks up or catches the Soulstone Ball or starts their turn carrying it, the owning coach can pick a skill belonging to a player in their team's Dead and Injured box – the player with the ball has that skill until the end of the turn or until they are no longer holding the ball. Mutation and Extraordinary skills may not be chosen.

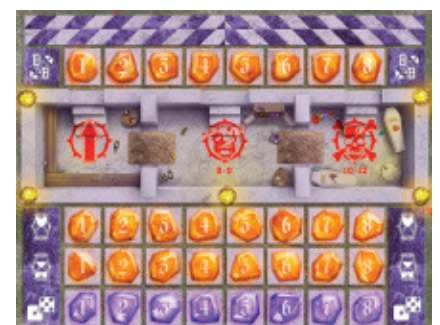
If there are no players in the Dead and Injured box, they gain the Disturbing Presence skill.



ELF PITCH & DUGOUTS

Those rare stadiums owned by Elven Union teams are typically grand and magnificent affairs – a far cry from the rickety death traps owned by the likes of Skaven teams. They're also loci of the winds of magic and there's a chance at the end of a drive the weather may change rather spectacularly – snow in summer, anyone?

This two-sided pitch (with matching dugouts) is a magnificently tended Elven pitch on one side, and the same in deep winter on the reverse.





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, there's new models for the Red Scorpions, who've appeared in many Imperial Armour books.



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

CARAB CULLN THE RISEN

One of the greatest heroes of the Red Scorpions Chapter, the blunt and orthodox Lord High Commander Culln led his Chapter through some of its most salutary campaigns – including the dread events of the Badab War. But tragedy befell him during the cleansing operations that followed the Indomitus Crusade, as he was struck down by the Great Beast of Sarum. Culln proved a hard man to kill, however – even for a Space Marine – and his ruined remains were brought back to the Chapter so he could be interred in a Dreadnought.

The Chapter chose to honour their former Lord High Commander, and Culln was interred into a rare Leviathan Dreadnought chassis to continue to wage war on the enemies of the Imperium.

Armed with a terrifying assortment of weapons, including twin assault cannons, Culln is a work of the armourer's art – here at White Dwarf, we were particularly taken with the Crux Terminatus and the Maelstrom Warder campaign badge on the richly decorated Dreadnought sarcophagus.

FIVE THINGS WE LOVE IN... DECEMBER

1 Free rules! This issue comes with free content for all manner of game systems – fancy using your Genestealer Cultists from Deathwatch Overkill in Space Hulk, or exploring a new set of Warhammer Quest dungeons under the city of Hammerhal? Well, take a look [here](#) and [here](#), respectively! Check out the free gaming card section at the end of this issue for even more free content.

REGENTS OF THE ORDON RIFT

With the mortal wounding of Lord Commander Culln, mastery of the Chapter has fallen to Casan Sabius, who is now Lord-Regent. At his side stands Ancient-Invigilus Karagon, who is tasked with serving as Sabius's naysmith scrutinising every choice and decision. While it is said that the pair are frequently at odds – Sabius's adherence to tradition is a poor match with Karagon's pragmatism – on the battlefield the two fight as one, Sabius spurring his battle-brothers to fight on all the harder, while Karagon and his Banner of Sacrifice remind all Red Scorpions around him to fight until the battle is done.



STRENGTH IN PURITY – THE RED SCORPIONS

Who are the Red Scorpions, the heroes of the Badab War and the Siege of Vraks? What drives this brutal and uncompromising Space Marine Chapter?

Space Marine Chapters are granted a degree of leeway in how they are organised – but orthodoxy is the best word to describe the Red Scorpions

Chapter. They are steadfastly loyal to the Imperium and the Emperor, who they venerate as divine, and brook little divergence from what they see as the true way of war.

More than many Chapters, including the Ultramarines, the Red Scorpions regard the Codex Astartes as holy writ and are fanatical in following it to the letter. But, those outside the Chapter will comment, the Red Scorpions do brook some minor divergences from Guilliman's treatise – the Red Scorpions' Master of the Apothecarion is second in command of the Chapter as a rule, and the Chapter possesses many more Apothecaries than most, to the point that many squads can boast an attached Apothecary fulfilling the role of sergeant. This abundance of specialists is no doubt linked to their obsession with genetic purity – which in turn fuels their isolationist attitudes and righteous hatred of the mutant (even beyond what is to be expected from a loyal Space Marine Chapter), as their tolerance of deviation from the 'pure human form' is limited in the extreme. They will flatly refuse to fight alongside abhumans of the Militarum Auxilla – this has at times even extended to those whose

'modifications' can be traced to the divine hand of the Emperor, like other Space Marine Chapters and the Navigator Houses.

The hatred of the inhuman the Red Scorpions possess carries over to an obsessive hatred of the alien – while some Space Marine commanders will find common cause with more rational alien species when faced with a greater foe, the Red Scorpions regard such laxity with abject disgust. They will fight and die to the last rather than aid or even fight alongside xenos races.

While the Red Scorpions are more than capable of undertaking covert operations, the Chapter has a distaste for such tactics, regarding them as highly dishonourable – Red Scorpions would sooner fight in the open with their colours held high than skulk in the shadows. Even their Scout Company is an auxiliary force used to secure installations or as a main battleline unit rather than as reconnaissance troops.

Ultimately, despite being staunch supporters of the Imperial order rushing to the aid of worlds beset by treachery and heresy, the Red Scorpions are an aloof and isolated Chapter – they are slow to trust and will spurn allies at the slightest provocation. All too often allied Space Marine Chapters and Astra Militarum regiments have been left behind while the Red Scorpions charge in to face their foes face to face and blade to blade.



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: lots of Warhammer 40,000 action!



SPACE HULK: DEATHWING

Stream On Studio's tactical first-person shooter is back with a brand-new Enhanced Edition, incorporating all of the downloadable content released so far into one handy package. It's not only for the PC, either – the Enhanced Edition is available for the Xbox One and the PS4.

Set in the depths of the space hulk Olethros, the game puts you in the role of one of the Deathwing – the vaunted First Company of the Dark Angels. Charged with seeking out sacred Chapter artefacts, the Deathwing discover the Olethros is a nest of Genestealers. Set across a jaw-dropping vista of Imperial starships fused into a nightmarish whole (including a Rogue Trader vessel, a Cult Mechanicus Ark and one of the infamous Black Ships) it's a stunning slice of Warhammer 40,000 action!



LATEST NEWS



FREEBLADE

It would seem the Sacristans at Pixel Toys have been burning the midnight oil crafting new content for Freeblade – a pair of deadly new guns for your Imperial Knight and a new skin.

The new weapons are the graviton and plasma guns – hardly as deadly as the main guns carried by a Freeblade Knight, they can give you the edge you'd otherwise lack in a close fight.

The new skin is based on Bastion, the contest-winning Knight by Michael Steer we featured back in January – unlock multiplayer to get it.



DAWN OF WAR 3

If you've wanted to get in on Dawn of War 3 but you're on a Mac or Linux, rejoice! Feral Interactive, working with Relic Entertainment, has brought the fantastic Warhammer 40,000 real-time strategy game to these new platforms – with all the pulse-pounding action of the PC version but on the operating system of your choice.





PLANET WARHAMMER

TALES FROM THE BLACK LIBRARY

Black Library produce novels, audiobooks, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month there's new Gaunt's Ghosts, Horus Heresy books and starting-point anthologies for new readers!

FEATURED BOOK

THE WARMASTER

By Dan Abnett | Hardback | 352 pages | 09 Dec

Following on from the events of *Salvation's Reach*, this novel sees Colonel-Commissar Gaunt and the Tanith First and Only deployed to Urdesh. The vital forge world is besieged by the brutal traitor forces of the Sons of Sek, led by Magister Anakwanar Sek, but there might be more at stake than just control of Urdesh. The Imperial Crusade has made an attempt to divide and conquer the Chaos forces, but with Warmaster Macaroth himself commanding the Urdesh campaign, it is possible that the Archenemy has a different plan – to in turn divide, conquer and decapitate the Imperial forces in a single stroke. Has the Warmaster allowed himself to become the target of the Archenemy's forces?

The long-awaited 14th novel in the Gaunt's Ghost series, *The Warmaster* is a brilliant return to the halls of the Black Library by Dan Abnett, full of rip-roaring excitement as the Tanith First and Only face off against the armies of Chaos.

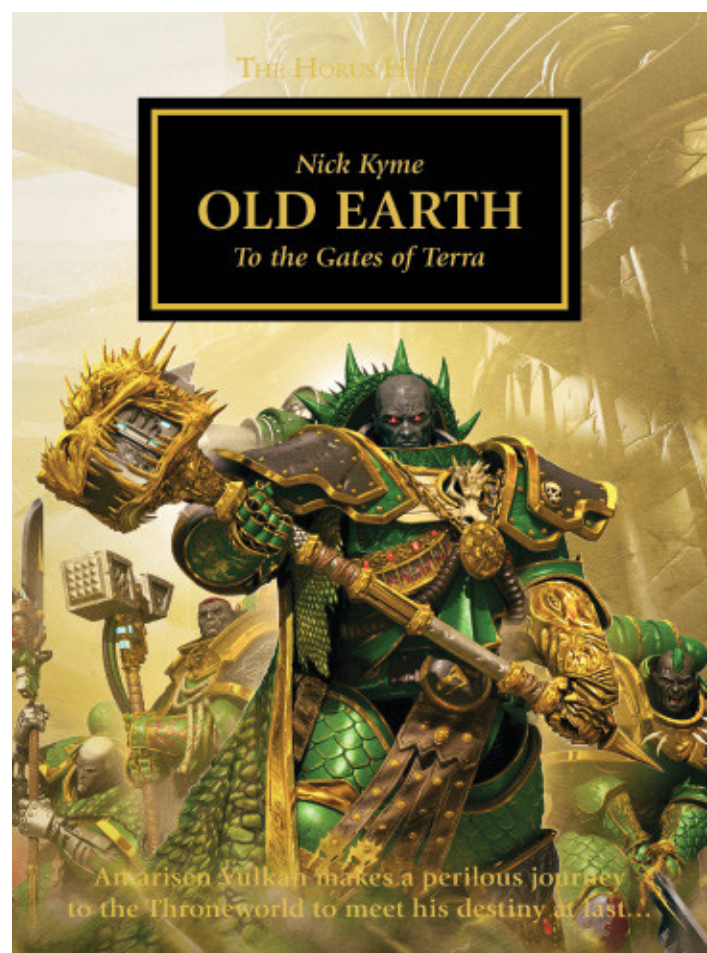


HORUS HERESY: OLD EARTH

By Nick Kyme | Hardback | 432 pages | 02 Dec

Reborn beneath Mount Deathfire on Nocturne, the Primarch Vulkan gathers his most trusted sons and prepares for the final part of his journey. The remnants of the Legions shattered at Isstvan V have managed to stall the Traitors' advance across the galaxy, but cracks are spreading through the loose alliance of the Iron Hands, Salamanders and Raven Guard Legions – compounded by mysterious rumours of the return of Ferrus Manus, who was beheaded by the perfidious Fulgrim on the black sands of Isstvan V. Haunted by a sense of destiny unfulfilled, Vulkan must choose between joining the Shattered Legions' war of vengeance against the treacherous Warmaster or following his own path all the way to the Throneworld itself.

Old Earth sees Nick Kyme return to the Salamanders and their seemingly undying Primarch in the dark days of the Horus Heresy – as the galaxy is torn asunder by fratricidal civil war and Emperor's great work lays in ruins.





LATEST NEWS

FABIUS BILE: CLONELORD

By Josh Reynolds | Hardback | 368 pages | 16 Dec

Fabius Bile returns in the sequel to *Primogenitor* – once again, Fabius is dragged into the politicking of his former Legion. He, along with old allies and rivals, travels to the Eastern Fringe to a truly singular world – a world that may well ensure his survival or lead to his final extinction. A strange and unassuming world known as Solemnace...



HALLOWED KNIGHTS: PLAGUE GARDEN

By Josh Reynolds | Paperback | 416 pages | 02 Dec

Out now in paperback is Josh Reynolds's tale of the Hallowed Knights facing down the putrid forces of Nurgle in the Plague God's own realm. The Lord-Castellant of the Steel Souls, Lorrus Grymn, is lost in the Garden of Nurgle, and his fellows must face the perils of the Realm of Decay to save him – will they succeed? Or will Grymn be damned to rot forevermore?



WELCOME TO THE WORLDS OF WARHAMMER...

Both *Hammerhal & Other Stories* and *Crusade + Other Stories* are ideal starting points for new readers – if you're entirely new to the worlds of Warhammer Age of Sigmar or Warhammer 40,000, the respective volume will get you up to speed on the setting and the forces within. More than that, they're great ways to start reading Black Library fiction – with so many fantastic novels available, these anthologies are not only great collections of short fiction by some of the very best Black Library authors, they also serve as a handy guide as to what to read next.

Many Black Library books and audio CDs are also available as eBooks and MP3 downloads, including the entire Horus Heresy series, which, in addition to that, is also available as audio books. For more information and to buy, visit:

blacklibrary.com

HAMMERHAL & OTHER STORIES

By Various authors | Paperback | 512 pages | 28 Oct

Collecting the new novella 'Hammerhal' by Josh Reynolds and a whole host of short fiction by authors including C L Werner, David Annandale and David Guymer, *Hammerhal & Other Stories* is a ideal starting point for readers new to Warhammer Age of Sigmar – jam-packed as it is with rollicking tales of fantastical adventure.



CRUSADE + OTHER STORIES

By Various authors | Paperback | 464 pages | 28 Oct

The *Crusade + Other Stories* anthology is the perfect first Warhammer 40,000 book for readers new to the grim darkness of the far future. Inside you'll find the new novella 'Crusade' by Andy Clark and loads of setting-defining short stories by authors like Dan Abnett, Aaron Dembski-Bowden and John French.





CONTACT

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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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AL-FRESCO GAMING

My friends and I are always going on Boy Scout camp-outs and we all like Warhammer. We all want to play while we're on camp and we know how to store and transport our stuff, but what would you say is the best way to play Warhammer 40K outdoors? Could you play on the ground as if it were a jungle environment, or would it be better to play on a picnic table and bring scenery? I would like to know.

*Casey Carter,
via email*

Hey Casey, thanks for getting in touch. With regards to gaming outside, we might have a solution for you. Have you seen the Warhammer 40,000 and Warhammer Age of Sigmar neoprene Battle Mats? Either of them would be perfect for outdoor gaming as they're easy to clean, can be rolled or folded up and they're really durable. You can then take a few small bits of scenery with you, such as containers or crates and barrels and maybe use a few rocks and twigs to finish it off. Hope that helps, Casey.



YOUR NEW FAVOURITE THING

Hi. Just wanted to say I've really been enjoying White Dwarf. I harass my local newsagent every month – is it in, is it in, is it in? I would get a subscription, but talking to folks behind the

counter in an orruk voice is quite pleasurable. Thank you so much for such a great magazine that covers all aspects of the Warhammer universe. Also please pass on my greatest thanks (and biggest Megaboss hugs) to the team behind Warhammer Age of Sigmar. I absolutely love the Age of Sigmar setting, the models, the battles, the pick up and play rules and most of all the stories behind it – it is fantastic. I just cannot get enough (can I have more audio dramas please?).

I have a few friends that have been into the hobby for a long time, and they were reluctant to let go of the Old World and try out the new game, but once I talked them into having a few games, and telling them a few stories and watching their guard come down, they got right into it and started playing, too. Warhammer Age of Sigmar is now the number one game played at our local gaming club. There is nothing I like to do more than to set out a few models and have a game with a new player (or an old veteran) and teach them how to play on the fly and watch their excitement of Age of Sigmar grow. I have even gotten my wife and a few of her friends into collecting and playing the game now, when before it was just impossible to get her to even listen to me talk about Warhammer.

For those out there that are hesitant to let go and try Warhammer Age of Sigmar, I say take the plunge and give it a shot. Have a few games, relax and keep yourself open to new ideas, you might just find your new favourite thing.

I'm not the best painter, but I have attached some of my more recent stuff...

P.S. Orruks arrr da bestest!

*Draxon Bailo,
Uranquinty, NSW, Australia*



Some sage advice right there, Draxon. Thank you for your thoughts and for getting in touch. We have to admit, when Warhammer Age of Sigmar first came out it raised a few eyebrows with us, too – everything was so different to what we were used to! But it wasn't long before we were playing games and painting miniatures just like old times. We think you've hit the nail on the head – people just need to give it a go (it has been two-and-a-half years, after all).

SOME SERIOUS TACTICS

Dear White Dwarf,

First of all, I want to thank you for the fantastic games you are covering every month. I started playing 20 years ago back when I lived in Paris and since I moved to the UK three years ago, I am even more into the Warhammer 40,000 hobby.

I had a thought about White Dwarf content. I really like most of the articles (especially Battle Reports) but I'm a bit sad to see nothing about the competitive gaming scene. I'm glad that Games Workshop is setting up tournaments again and even sponsoring some (I was part of the London Grand Tournament this year where I finished 6th – it was an

amazing event) but I would love to see more of that aspect of the hobby in the magazine each month. Interviews with pro players, tips on army building, tournament listings (I know that this one could be hard because of where and when events take place) and so on. I'm sure that a few pages on advanced gaming every now and again would be much appreciated by your readers.

Yves Jean-Baptiste,
London, UK

Hey, Yves, thanks for writing in. We've heard rules, tactics and army list writing mentioned a few times recently as something many of you would like to see more of and we've already started to look at them a bit more in the magazine, including a more tactics-heavy Battle Report in August's issue. We aim to reflect all the many varied ways in which people enjoy playing games, and with three different ways to play – open, narrative and matched play – now established for both of our biggest games, it's something you'll see a lot more of in future.

NEED... MORE... POWER!

Hello. My Dark Angels are struggling terribly in their efforts to melt heretics. I was wondering if there will be rules for the Haemotrope Reactor any time soon? I have a couple of them and they seem to be absent from the new edition's rules. Is this a choice (as in they are no longer going to be part of the game), or will they be back as a fortification choice soon? Thanks,

Sam Bocock,
Manchester, UK

Hey, Sam. Well, you'll be pleased to know that the rules for the Haemotrope Reactor are in Chapter Approved 2017, which you can read about it [here](#). The rules for it are a lot simpler now – essentially it acts as cover – but there are stratagems in that book that enable you to tap into its power supply. What we would suggest, though – if you want to soup up your plasma weapons – is to invest in a set of Plasma Conduits and some Thermic Plasma Regulators. They'll get the heretics running for cover!

WHAT'S BEHIND DOOR NUMBER ONE?

I thought I'd send a letter in as I'm loving the new Games Workshop with its rules support, Facebook and Community site and rumours. I hope you can keep remembering us gamers. I'm also enjoying the new-look White Dwarf. I particularly enjoyed the May issue with a chance to get nostalgic about past White Dwarfs. My first was WD66 (when I was very young) and I've been playing Warhammer ever since its first incarnation with the John Blanche

cover featuring a Chaos Warrior and a Skeleton.

As a keen player I enjoy the Battle Reports most but would prefer them to be more technical with reference to rules and reasons for army selection. If you're using armies I don't collect it would make it easier to follow, and for the armies I have, interesting to see why they were selected.

An occasional feature in White Dwarf has been highlighting parts of sprues with interesting details, so I thought I'd nominate one (if it's not been done already). It's not a pretty one, but it is fun. I've just assembled a Land Raider for my Custodes and marvelled at the lever that opens both parts of the assault ramp at the same time – it's a brilliant piece of engineering. As a player who sometimes makes whooshing noises as my Stormhawk flies across the battlefield, and dakka noises when units open fire, I will most certainly make a whirring noise as the doors open and I deploy the troops from within.

Angus Jones
Wolverhampton, UK

You have been reading a long time, Angus, thanks for sticking with us – I guess we must be doing something right! We are always looking for ways to improve our articles, so we can certainly look at our Battle Reports and see if there's anything we can add to them (space permitting, of course). As for your nomination for a cool piece, we agree – the Land Raider door mechanism is a very swish bit of kit. We'll have to see if we can make Bit of the Month a regular feature again.



ASK GROMBRINDAL...

I've recently started a Primaris Dark Angels army and I have a question. If Gravis armour is like Terminator armour for the Primaris Space Marines, does that mean my Primaris Company Master should wear bone-coloured Gravis armour like the Deathwing?

Álvar Gómez, via Facebook

Not even a hello this time? How rude! I will answer your query, though, for it is my oath-sworn duty. Firstly, I will clear up a myth. Gravis armour is a heavier version of Mk. X power armour, but it is not venerated in the same way that Terminator armour is, which is incredibly ancient and hard to manufacture. Now, with regards to the Company Masters of the Dark Angels, not all of them will be members of the Deathwing, so not all will wear bone-coloured armour. In fact, even those that are – Azrael himself is a great example of this – often wear green armour. As a rule of thumb, if they're wearing Terminator armour, it will be bone-coloured, otherwise, they wear green.

Grombrindal

A RETURN TO MIDDLE-EARTH™

I was so overjoyed to see some love for the The Hobbit: An Unexpected Journey™ Strategy Battle Game and The Lord of the Rings™ in the 40th anniversary issue! Please try to include more in the future – as much as you can! I'm so excited that we're beginning to see more of the non-flagship games in every issue (Blood Bowl, Necromunda, etc.). Keep it coming!

Jeff Gaylor,
via email

Hey, Jeff, glad you liked it! You'll be glad to hear that we've got more coming for both the Middle-Earth™ Strategy Battle Game (as it is now known) and other games such as Necromunda and Blood Bowl. In fact, you'll find content for all three in this very issue. While we might not feature them quite as often as some of our other games, we will endeavour to fit them in the magazine whenever we can.

TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, it's through the roiling maelstrom to October 1999...



October 1999's White Dwarf 285 saw the unveiling of a brand-new game, Mordheim, City of the Damned. The game pitted bands of adventurers – proud Reiklanders, mighty Middenheimers, Witch Hunters of Sigmar, the Skaven of Clan Eshin and more – against one another in the ruins of a city (the Mordheim of the title) destroyed by a comet in search of the alluring and precious wyrdstone. A prototype version of the rules had been serialised in White Dwarf some months earlier and this month it was finally brought fully to life with the release of a brand-new boxed set and range of miniatures. Mordheim brought some real 'wyrd' to Warhammer's Old World, with the game (and this month's White Dwarf) featuring some of John Blanche's most iconic fantasy art.

AENUR, SWORD OF TWILIGHT

Did you know, the release of Mordheim was marked with a free special character model on the cover of White Dwarf?!



TOWN CRYER

A notable new arrival in White Dwarf this month was the very first instalment of Town Crier ("Published on the first Angestag of each Mannslied"), a newspaper-style section dedicated to chronicling new developments in Mordheim. Its mixture of bizarre humour and unsettling rumour became a favourite part of White Dwarf and later gave rise to a sister magazine of the same name, a Specialist Games publication devoted to the Mordheim game.



"DAT'S NO SPACE HULK..."

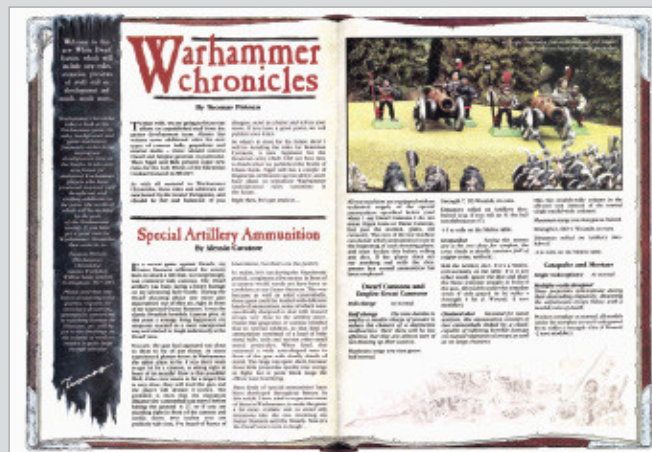
...Dis is a space hulk!
Packed not with Genestealers but rampaging greenskins, the Ork Hulk drifted into the pages of White Dwarf this month, accompanied by its smaller cousins, the Ork Roks. Both offered less technologically minded Ork warbands a way of getting in on the action in Battlefleet Gothic, the game of space warfare in the 41st Millennium.

The Ork Hulk was actually a gigantic kitbash, the original example produced by Andy Chambers, the designer of the Battlefleet Gothic game, who festooned his hulk with parts from Ork, Chaos and Imperial warships, not to mention lots and lots of guns.



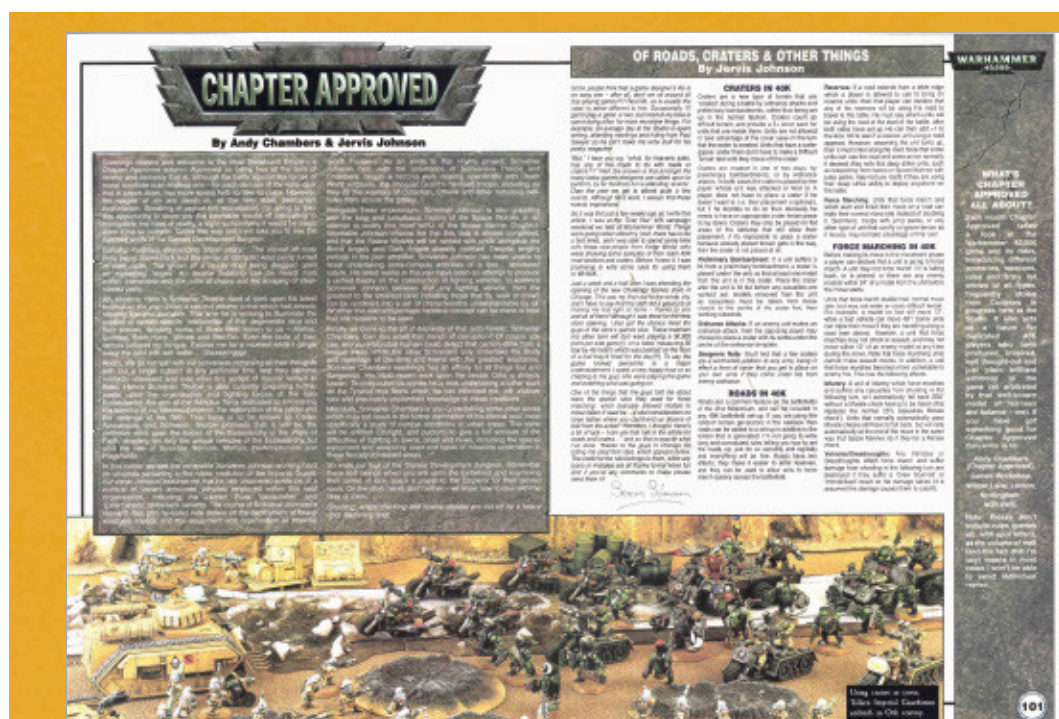
'EAVY METAL MASTERCLASS... BUT NOT AS YOU KNOW IT

This month's 'Eavy Metal Masterclass was something of a departure being, in fact, a modelling article more akin to the present-day Kit Bash. At the time, the Eldar Falcon was the only grav-tank model available, so Mark Jones decided to convert one to make an Eldar Wave Serpent (already familiar to players of the Epic game). The guide included templates for the scratch-built parts but as for painting tutorials, there wasn't one in sight!



WARHAMMER CHRONICLES

A regular in White Dwarf at the time, Warhammer Chronicles introduced new rules and units for Warhammer. This month's grab bag brought rules for special artillery ammunition such as grapeshot and chained shot for Dwarf and Empire cannons, and new spells for Liche Priests of Khemri.



CHAPTER APPROVED

Returning to today's Warhammer 40,000 with the issue you're holding, Chapter Approved began life as a long-running series of White Dwarf articles. This month brought rules for Chaos Cultists and Demagogues, as well as roads and craters.



THIS CHRISTMAS FIND YOUR LOCAL STORE



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IMMERSE YOURSELVES IN OUR WORLDS AND TALK ABOUT YOUR HOBBY. OUR FRIENDLY STAFF WILL TEACH YOU HOW TO COLLECT, BUILD, PAINT AND PLAY WITH YOUR MINIATURES!



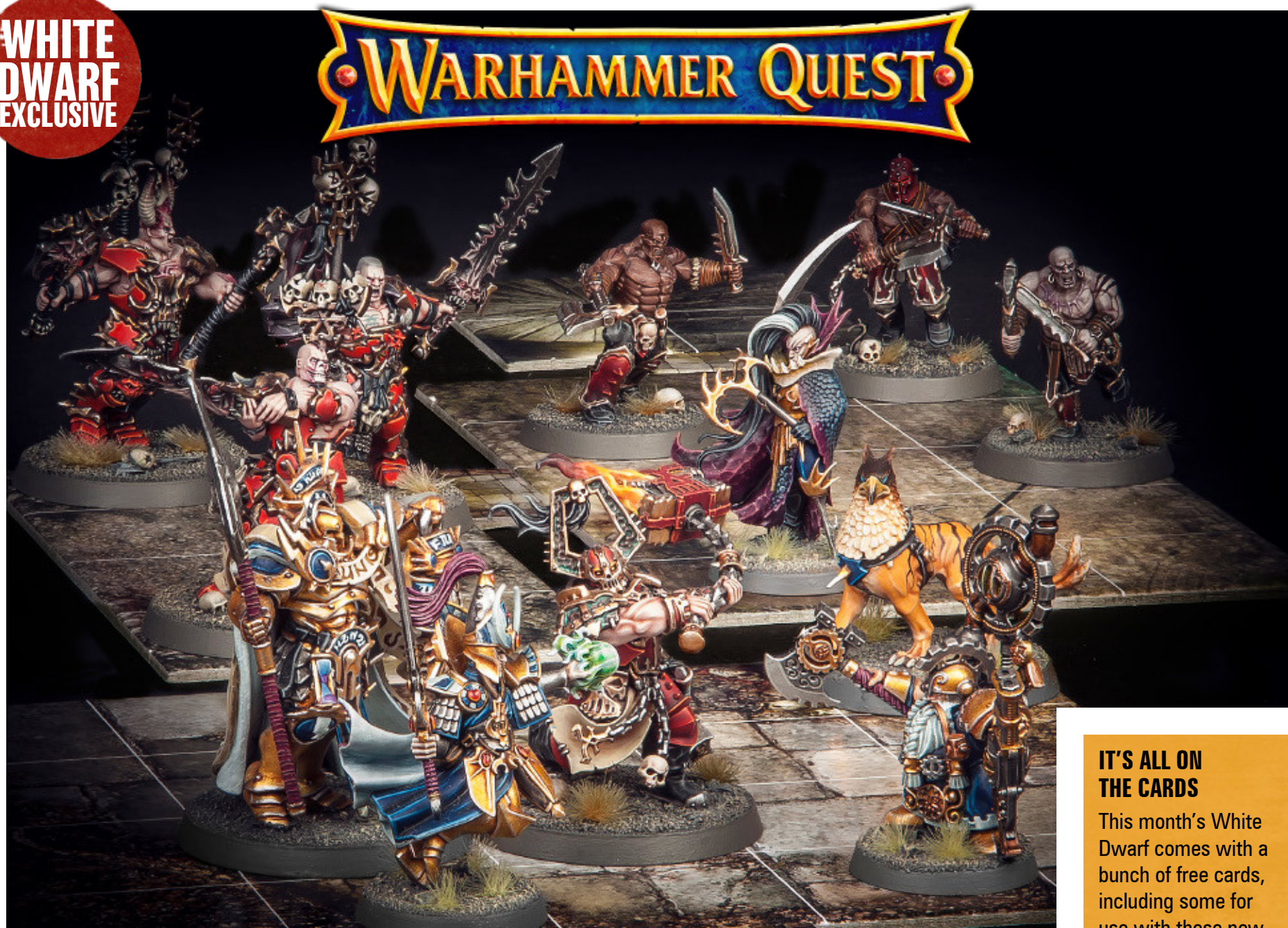
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**WHITE
DWARF
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With warnings out of the way, what have we got for you? Well, if you're finding that you and your fellow adventurers need aid, we've got rules and hero cards for two new heroes over the page, which can also be used as mercenaries – the noble Freeguild General and the keen-eyed Gunmaster. On top of that, in the gamemaster-only foldout section, we've got some additional activities in the Cinderfall District, including the possibility of whole new adventures. We'll be continuing these in next month's White Dwarf, too – assuming your adventurers live that long...

This month's White Dwarf comes with a bunch of free cards, including some for use with these new rules. These are: four new skill cards and two new treasure cards to shuffle into your decks, four treasure cards specific to the new activities hidden in the gamesmaster's section (no peeking!), a new achievement card and a new Cinderfall Activities card. Full rules [here](#), and go [here](#) for printable cards!



MERCENARIES

The following rules are used when heroes recruit a mercenary from the Guild of Blades to accompany them on their next venture into the dungeons under Cinderfall.

Mercenaries are companions as described in the Further Rules section of the Shadows over Hammerhal Guidebook, with the following changes.

Unfortunate Souls

Mercenaries cannot use destiny dice and cannot gain renown or skill cards.

Hero for a Day

Mercenaries cannot take part in activities in Cinderfall – they leave the party as soon as they return to the surface.

Bought Loyalty

While mercenaries can gain pieces of gold and treasures like heroes, they will never share this with the party. There are only two exceptions: if they already have 5 pieces of gold and they gain another piece of gold, the torchbearer gains the piece of gold instead, and if they gain an Artefact or an Artefact of Hezerek the torchbearer gains this instead. If the mercenary is recruited again, any gold pieces and treasure they had are lost.



HOW TO USE YOUR NEW CARDS

The new cards included with this issue of White Dwarf can be added to your games of Shadows Over Hammerhal, as described below.

NEW SPECIAL TREASURE CARDS

- Hezerek's Belt
- Hezerek's Bracers
- Hezerek's Wand
- Enchanted Eye

Do not add these cards to the treasure deck – instead these will be awarded to the heroes if they accomplish particular feats, as described in the adventures published in this and subsequent issues of White Dwarf. Because heroes can only be awarded with these treasures in certain circumstances, they should think very carefully before discarding, selling or trading them!

NEW TREASURE CARDS

- Dust of Desperation
- Crown of Command

Add these cards to the treasure deck.

- New Skill Cards
- Best Under Pressure
- Go-getter
- Grim Slayer
- Coordinated Strike

Add these cards to the skill deck.

- New Achievement Card

ACHIEVEMENT V

This is awarded to the heroes when they have collected the three Artefacts of Hezerek.

NEW CINDERFALL ACTIVITIES CARD

This card replaces the Cinderfall Activities Card in the Shadows over Hammerhal box and includes the three new activities available to heroes when they visit Cinderfall.



FREEGUILD GENERAL

| WEAPON ACTIONS | Range | Hit | Damage |
|-------------------|--------|-----|--------|
| Poniard (1+) | Combat | 3+ | 1 |
| Great Weapon (4+) | Combat | 3+ | D3 |

Born Leader (1+): Exchange any one of your unused hero dice with an unused dice belonging to another hero.

Opportunistic Parry: Each time you make a successful save roll against an attack made by an adjacent adversary, you can immediately make a free Poniard action against them.

TRAITS: The Freeguild General is **Bladeborn** and **Unrelenting**.

RENOWN: If you explore a new chamber, gain 1 renown.



GUNMASTER

| WEAPON ACTIONS | Range | Hit | Damage |
|----------------------------|---------|-----|--------|
| Master's Sword (1+) | Combat | 4+ | 1 |
| Repeater Pistols (2+) | Missile | 4+ | 1 |
| Masterwork Long Rifle (5+) | Missile | 3+ | 3 |

Brace of Pistols: When you make a Repeater Pistols action, roll two dice rather than one.

Steady Aim: If the first action you make with this hero in a round is a Masterwork Long Rifle action, you can add 1 to the attack roll and damage of this weapon action.

TRAITS: The Gunmaster is **Academic** and **Unrelenting**.

RENOWN: Each time you slay an adversary with a Vigour of 4 or more with a Masterwork Long Rifle weapon action, earn 1 additional renown.

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 winners from no less than three categories from Golden Demon: Classic 2017.

GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most events focus on one main setting, such as Warhammer 40,000 or Warhammer Age of Sigmar, while Golden Demon: Classic includes 15 different categories, ranging from squads, vehicles and monsters to heroes and dioramas. You can find out more about upcoming Golden Demons at: warhammer-community.com



NON-METALLIC METALS

It's a term you'll read a lot in Golden Demon, but what does it mean? When most of us paint metallic areas on a model, we use colours such as Leadbelcher and Gehenna's Gold because they contain flecks of metal that make the area shine like real metal would. The non-metallic metal technique uses no metallic paints but uses colours such as grey and yellow painted in gradients to simulate the reflective qualities of the metal.



**GOLD, CLASSIC 2017, WARHAMMER 40,000 SINGLE MINIATURE
BLOOD ANGELS LIBRARIAN BY GARETH NICHOLAS**



First up in this month's Golden Demon is a Blood Angels Terminator Librarian painted by Gareth Nicholas. We asked him to tell us a bit more about his entry.

"As a long-time admirer of the inhabitants of Baal, I'd wanted to paint the Blood Angels Terminator Librarian for a while. It's a fantastic model (by Ed Cottrell, I believe) and it has an open pose, which always makes life easier for the painter. I chose the open hand option

rather than the combi-weapon because it just looks way cooler in my opinion! It really conveys a sense of power. The only modification I made was to remove the sculpted-on detail from the loincloth, as I wanted to make space for some freehand work.

"Before I started painting I had a pretty good idea of what I wanted to achieve with the piece: to combine shiny non-metallic armour with true metallic details, to have a go at combining textured areas of a model with a



freehand design and to have a go at painting battle damage, which is something I don't usually do.

"I love painting armour to look super clean and shiny and it's fair to say that I'm something of a veteran of this approach now, after using it on many of my Golden Demon entries over the years. The challenge is always to achieve a huge change in contrast from very dark to very light over a small area while keeping the transition between the two extremes as smooth as possible. My technique for achieving this has evolved over the years. I used to simply build up the highlights gradually with many thin layers of paint but I now find this approach too time consuming and prefer to apply relatively thick paint (just a small amount of water added) and then smooth the transition with a damp brush on the miniature before the paint starts drying. When it has dried fully I go back in with very diluted paint and glaze mid-tones back

in to increase the colour saturation and smooth the transitions. It takes a while to get used to painting this way, but I think it gives a good result without having to invest an excessive amount of time.

"Painting armour in this highly reflective manner is effectively the same technique as painting non-metallic metal. You have to visualise some light sources and then paint the highlights where the light and reflections would hit the miniature. I've used this approach in the past (most notably with my Blood Angels diorama from Golden Demon: Space Marines in 2015) but I've also experimented with using true metallics (as in regular metallic paints. – Ed). I did this on my Salamanders entry for Golden Demon 2014. Although full non-metallic metals look great in photos, with the miniature in my hand I think I prefer the look of metallic paint, as the reflectivity just gives the miniature that extra level of contrast and interest."

WHAT THE JUDGES SAID

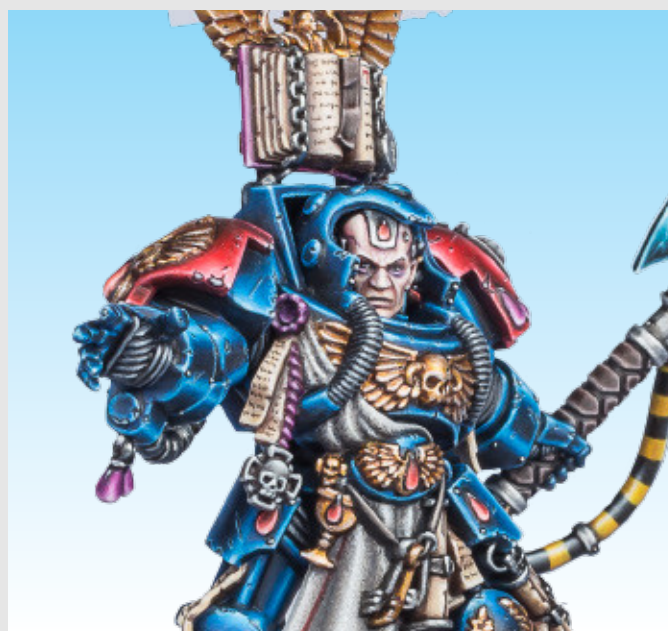
The judges for Golden Demon: Classic were 'Eavy Metal Painter Anja Wettergren and Miniatures Designers (and former 'Eavy Metal painters) Joe Tomaszewski and Darren Latham. Here's what they had to say:

"Gareth's painting is always technically superb," says Joe. "It is very neat and very consistent across the whole model – every area is given as much attention as any other. On this model, Gareth has gone all out on the textures on the loincloth, the scrollwork and the Librarian's face, which helps to differentiate them from the hard, reflective armour panels."

REFLECTIONS OF GREATNESS



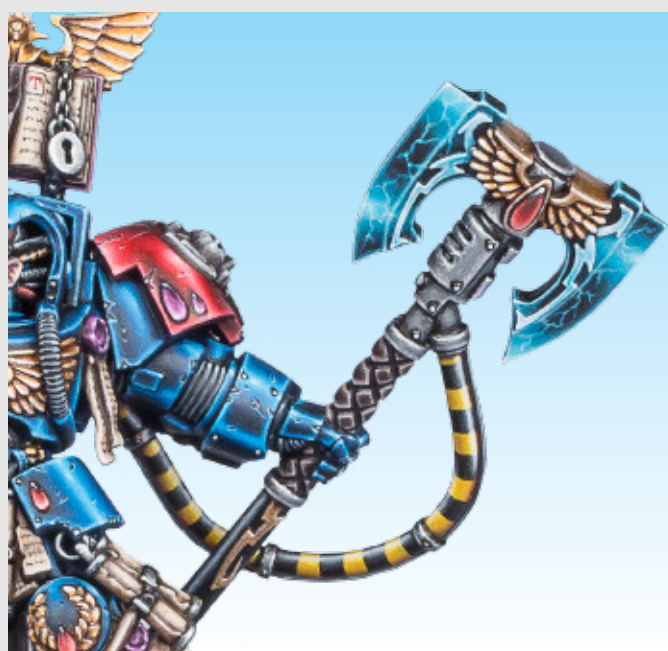
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"Normally I eschew adding any sort of battle damage to my miniatures, preferring a clean look, but here I felt slightly damaged armour would suit the slightly worn-looking Librarian (1)."

"When I came to paint the face (2) I used red and purple tones to imply that interaction with the warp is taking its toll on the Librarian and making him look haggard.

"I like to paint cloth with a stippling effect to create the illusion of texture. This is a very simple technique and just requires a brush with a good point to gradually build up the texture with lots of tiny dots. On this piece I wanted to see whether I could extend the texturing to the freehand Blood Angels symbol (3). I applied a basecoat, shade and highlight to the cloth, then painted the freehand design in the normal way. Finally I applied the stippling technique to the cloth and the freehand."

Gareth painted the force axe (4) using the same reflective style as the Librarian's armour, but with the addition of lightning bolts to convey the psychic force flowing through it.

GOLDEN DEMON

A FIRST TIME FOR EVERYTHING

"I really like the Deathwatch: Overkill boxed game," says Sten Frödin. "All the miniatures in the box are fantastic but the Librarian, Jensus Natorian, really caught my eye.

"With this piece I wanted to push myself and try something new, so I decided to paint all the metallic parts using a non-metallic metal effect. This is, so far, my first and only attempt at painting non-metallic metal and I really learned a lot from it. The reliquary on Natorian's backpack comes from a Grey Knight Terminator while the candles were made out of Green Stuff. They were a late addition to the model as I thought my entry needed a little extra height."

WHAT THE JUDGES SAID

"There's an extremely high level of technical painting to Sten's model," says Anja. "Every area of the model, every colour, is well rendered and extremely sharp – the armour looks hard and reflective, just like you'd imagine well-maintained power armour would look. There are three aspects of the model I especially like: the base is really understated and takes nothing away from the miniature while still grounding it in the Warhammer 40,000 universe, Sten's made great use of red as a spot colour across the model and the face is incredibly well painted."



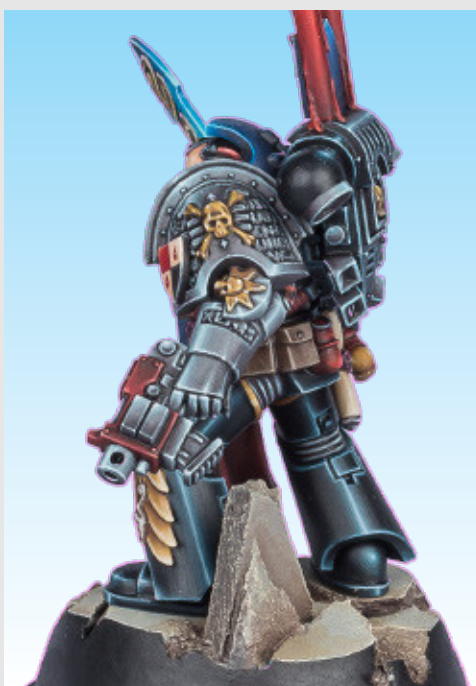
SILVER, CLASSIC 2017, WARHAMMER 40,000 SINGLE MINIATURE
DEATHWATCH LIBRARIAN BY STEN FRÖDIN

CLOSE UP WITH JENSUS NATORIAN

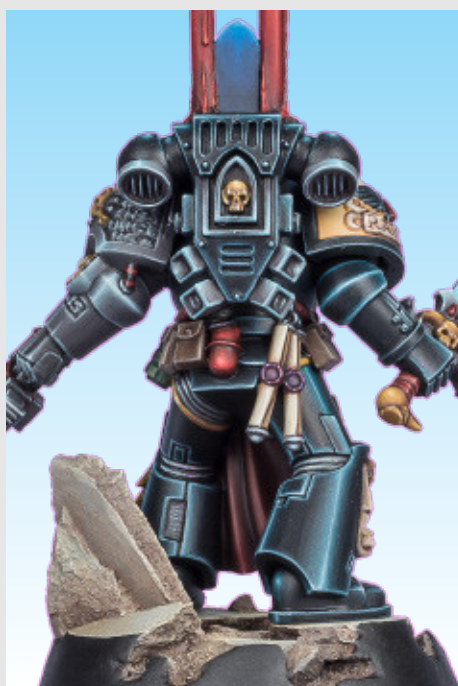
Sten's first attempt at non-metallic silver armour (1). Sten also added a small shield to the model's shoulder pad featuring Natorian's heraldry.

Sten used red as a spot colour across the model on the candles, cables, krak grenade and the back of the tabard (2).

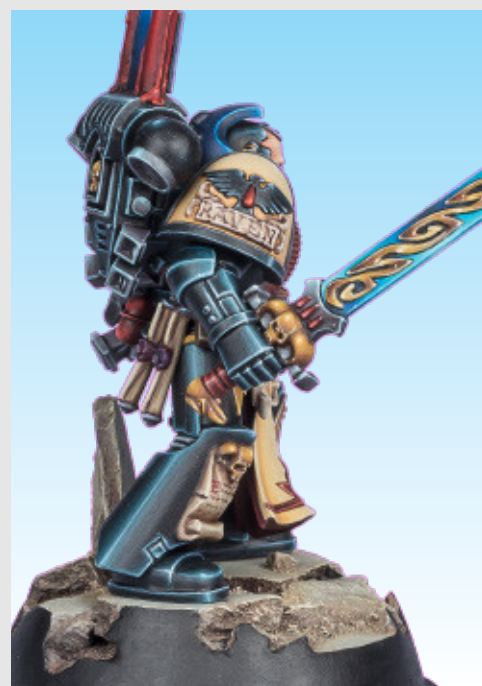
The Librarian's black armour has been painted to look highly reflective (3). Note how it transitions to blue around the psychic hood.



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THE VETERAN WATCH MASTER

"I like the stoic pose of this model – he's an old veteran observing the Emperor's work being carried out," says Tomáš. "The model features a lot of textures – cloth, bone, skin and four types of metal (gold, bronze, silver and steel). I painted the armour a shiny black – it was tough making it look black and not dark grey as there are a lot of details on the armour that leave little space for the base colour. To keep it really black I glazed it with dark blue. I painted the metal in non-metallic metals – I used the same greys for the steel and silver, though I added blue to the steel mid-tones and bone and white to the silver highlights to help differentiate between the two."

WHAT THE JUDGES SAID

"Tomáš has displayed fantastic understanding and use of non-metallic metals on this model," says Darren. "Painters have become pretty good at non-metallic gold in recent years but silver can be a lot harder – Tomáš has really nailed it here, making the effect look convincing while retaining the colour of the metal. He's also painted a very convincing lightning effect on the halberd that's striking but not overpowering. The base sets the scene and the tone for the piece really well, while the face is so full of character and immediately catches the eye."



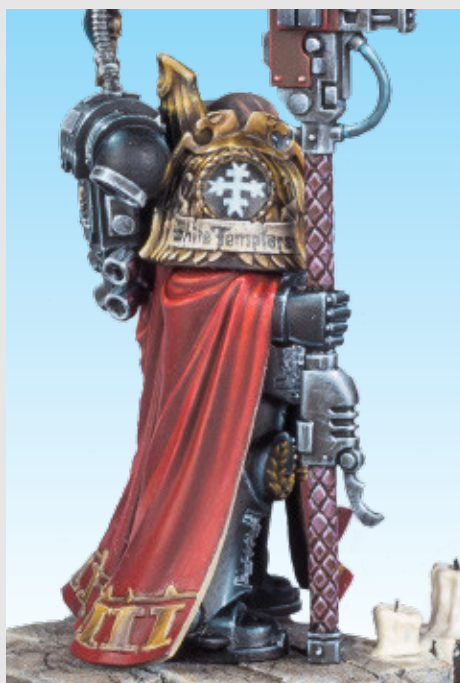
BRONZE, CLASSIC 2017, WARHAMMER 40,000 SINGLE MINIATURE
DEATHWATCH WATCH MASTER BY TOMÁŠ PEKAR



FANCY ROBES AND ANCIENT SCARS



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"The base colours of the cloak were applied with an airbrush (1). It helped me pinpoint where to put the highlights and shades. Then I applied glazes of orange, red and a little green to increase the contrast.

The White Templars Chapter symbol (2).

To make him look like an old veteran, I painted his shaved hair then added scars with the base skin tone (3). I also painted the lines and shadows of his face darker."

GOLDEN DEMON



GOLD, CLASSIC 2017, WARHAMMER 40,000 VEHICLE
RENEGADE KNIGHT OF KHORNE BY KAROL RUDYK

TOP TIPS FROM THE JUDGES

"Don't scrimp on icons and heraldry when painting your model," says Darren. "Every little kill marking or warning sign helps ground the miniature in the Warhammer 40,000 universe. The Khorne symbol on the knee of Karol's Knight is a great example, or the Genestealer Cults symbol on the container in the duel category later on. They help add veracity to the piece."

CORRUPTING A KNIGHT

Our second gold winner this issue is this Daemon-tainted Knight by Karol Rudyk. We asked Karol about how he built and painted it.

"Originally I was going to paint a regular Knight, but then I had a Chaos vision," says Karol. "I like the Knight kit, but I wanted to make it more dynamic. That's a big thing for me, making my models active, like they're in motion. I thought it would be cool to have the war machine possessed by a Daemon and I had a Khorne Herald from Forge World that I thought would fit in place of the model's head. I also made the upper carapace narrower to match the lithe pilot.

When it came to painting the Knight, I knew I wanted to invoke the imagery of Khorne, so I picked some of my favourite Khorne bits of art and painted them on the armour panels. It's difficult to explain how I paint these but basically I start by airbrushing in the background colours, then very carefully paint in the characters or battle scenes. They take a very long time! The black armour is actually a combination of blue, green and khaki paints, with black added in for shading and white for the highlights. The weathering was applied in two ways – the scratches and chips were done using a sponge, while the streaks are just watered-down browns and oranges." See right for more details.

THE LAMBERT RED GLOW

If you look closely at the underside of the Chaos Knight's fleshy arm, above, you can see there's a red tinge to it. This is not the skin tone but a simulated reflection of the red dust on the Knight's base. "I used an airbrush to apply thin layers of Khorne Red (very fitting! – Ed) to create the reflective glow from the dust," says Karol. "An airbrush is perfect for creating a lighting effect as you get an even, translucent finish from it." You can see the same effect on the Knight's fleshy leg and around its armoured foot. Making use of an effect like this is a great way to tie a model to its base and therefore its surroundings, making it look like it's interacting with the environment.

THE DAEMON'S IN THE DETAILS



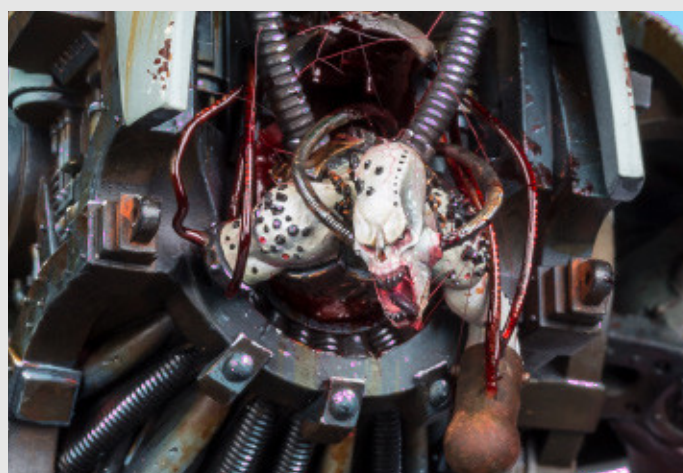
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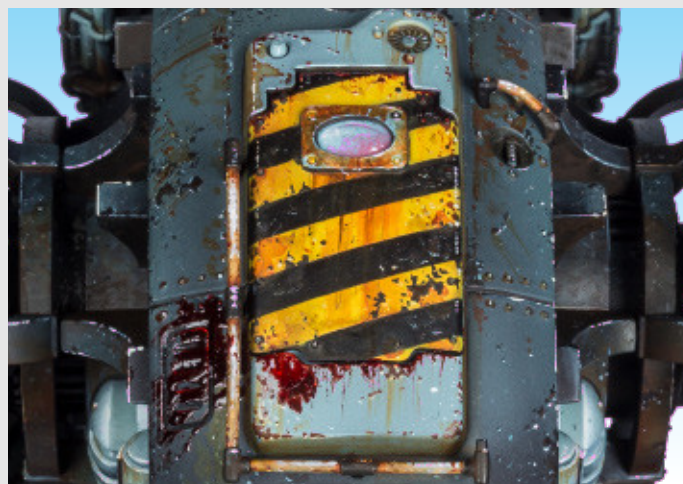
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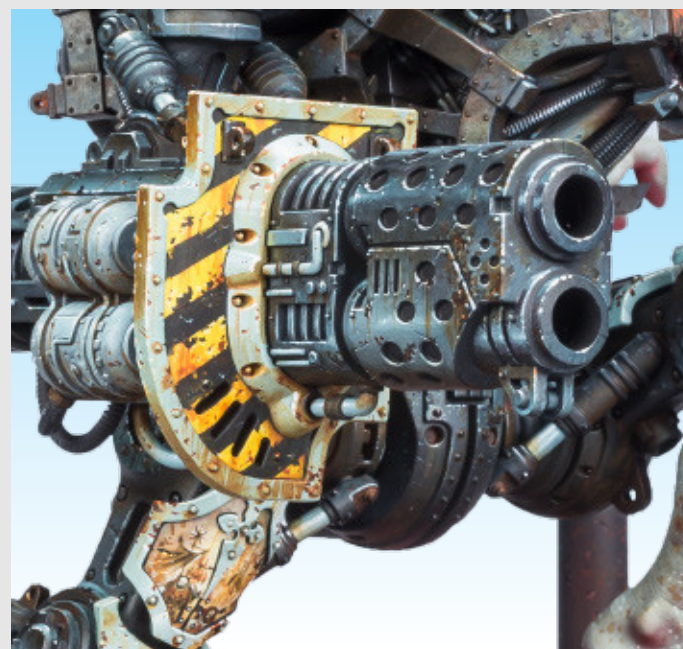
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Karol picked some of his favourite pieces of art to feature on the shoulder pads and leg armour of his possessed Knight (1 to 3). "They're my favourite bits of the model," says Karol. "I love painting freehand pieces onto such small surfaces, especially battle scenes. I try to make each a faithful reproduction of the original art, though on something only two of three centimetres wide that can be pretty difficult!" You may recognise one of the pieces as the cover of the old Khorne Daemonkin codex and another as Kranon the Relentless – the leader of the Crimson Slaughter.

Having painted the shoulder pads, Karol then had to weather them to match the aesthetic of the rest of the Knight. "I used a couple of old Citadel paints for the rust streaks, namely Bestial Brown, Snakebite Leather and Fiery Orange," says Karol. "I added a bit of water to them and carefully painted them running down the armour." (The modern colour equivalents are Mournfang Brown, Balor Brown and Fire Dragon Bright should you wish to replicate this effect yourself.)

Karol cut the Khorne Herald at the waist to fit it into the neck cavity of the Imperial Knight (4). He also cut off its hands and the back of its elongated head before adding in pipes and cables filled with blood to make it look like the Daemon was permanently connected to the war machine.

Hazard stripes and blood smears around the cockpit hatch (5) suggest that that's a door that should never be opened. Here you can see the chipping that Karol applied to the armour using a tiny piece of sponge.

Karol painted the bare metal areas of the model as non-metallics, making them look reflective before weathering them with oil patches, streaks and battle damage (6).

WHAT THE JUDGES SAID

"Karol's Knight is a great example of contrasts," says Joe. "The freehand art on the shoulder pads and leg armour is incredible – it's perfectly rendered and at such a tiny scale, too. It contrasts really nicely with the rust patches, oil streaks and dirt that cover the model – can you imagine painting such an incredible piece of art and then weathering it? You've also got three contrasts going on between the dusty red base, the rough pale skin and the smooth dark armour. Despite the base being red, it doesn't distract from the model, nor does the black armour look dull in comparison."

GOLDEN DEMON

THE DESCENT INTO CHAOS AND MADNESS

"The main thing I wanted to accomplish with this Knight was a striking look with lots of freehand," says Richard. "The most difficult part was the shield – it was nerve-wracking, chopping up the original piece, because if I

didn't get it right I would have no shield at all. I wanted an old-school look to the image on the shield, so I spent a lot of time looking at old pieces of Chaos art before adding in my own ideas. The Tzeentch symbol leaves you in no doubt as to what side this Knight is on."

WHAT THE JUDGES SAID

"Richard's colour choices on this model are superb," says Darren. "The turquoise armour and the orange-brown rust complement each other perfectly and the battle damage is really convincingly applied – it's heavy in prominent areas such as the shoulders and shield and lighter in others, giving it a realistic finish."



SILVER, CLASSIC 2017, WARHAMMER 40,000 VEHICLE
TZEENTCH KNIGHT LANCER BY RICHARD GRAY

A NEW GORKANAUT FOR DA BOSS

"Right from the start I wanted my Gorkanaut to be filthy," says Omar. "Orks are dirty and grimy, so this machine couldn't be clean. I painted the whole model in rust colours then covered patches with masking fluid before I airbrushed

it with coats of brown and umber to get the main colour. Many different layers of rust and grime were added over a gloss varnish then sprayed with matt varnish to get rid of the shine. The claw arm alone took three days to complete as I had to mask off all the checks individually!"

BRONZE, CLASSIC 2017, WARHAMMER 40,000 VEHICLE GORKANAUT BY OMAR DODGESON

WHAT THE JUDGES SAID

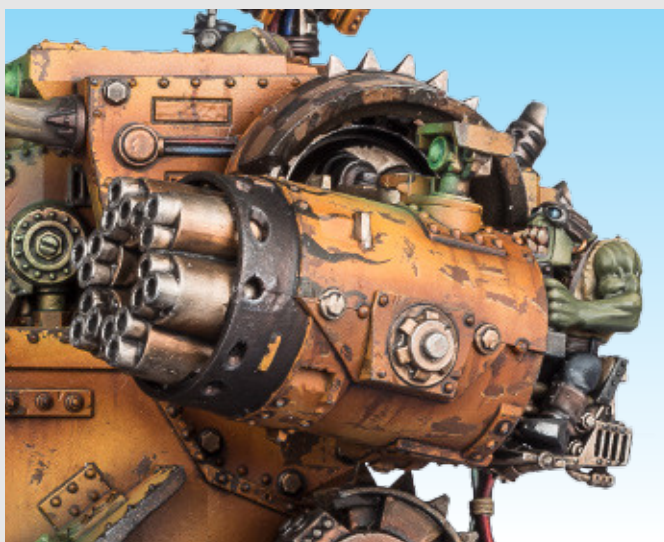
"Omar's Gorkanaut really captures the essence of 'Ork'," says Anja. "It's battered, weathered, dented, scratched, scuffed, rusted, chipped – it looks and feels like an Ork war machine that's seen many battles. Omar's colour choice is also spot on – the orange and yellow tones of the model are really well rendered and the metallic areas stand out from them, while the glowing green lights provide a great contrast. There's plenty of weathering on the model, too, but it isn't over the top, which can happen when painting Orks."



SPRAY IT YELLA, LADZ

Omar painted his Gorkanaut in sub-assemblies, starting with the body before moving on to the legs and arms. The colour transition on the yellow was achieved using an airbrush, while much of the metalwork was drybrushed on to give it a burnished look (1).

The checker pattern on the power klaw was achieved by masking off alternating squares, airbrushing the colour on, then weathering the whole area like the rest of the model (2).



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GOLDEN DEMON



TOP TIPS FROM THE JUDGES

"The Duel category can be really tough as you need to have the two miniatures interacting in some meaningful way," says Anja. "They don't always have to be facing each other, as you'll see over the page, but you do need to show that there's a story happening between them."

"A key element to a duel is the models' faces – too often we see duels where the face of one model is obscured by the other model from every angle, meaning you can never see both of them clearly. Composition in a duel entry is just as crucial as a high standard of painting."

GOLD, CLASSIC 2017, DUEL

WITCH AELF AND WRATHMONGER BY ROBIN MCLEOD

FLESH AND BLOOD

Robin McLeod has won several Golden Demon statuettes over the last years, including a gold award for his Crimson Fists Command Squad and a silver for his Chaos Space Marines Sorcerer. This year, he entered the duel category.

White Dwarf: Why did you pick a Wrathmonger and a Witch Aelf for your duel?

Robin McLeod: First and foremost these are two miniatures that I really wanted to paint. I'd looked at the kits many times and always liked how dynamic were. There's a real sense of momentum in both of them, ideal for a duel.

WD: How did you come up with the idea?

RML: I liked the idea of these two as opponents as they are so different physically. You've got the massive, strong Wrathmonger versus the lithe, agile Witch Aelf. It's anyone's

guess who will win.

WD: How did you choose your colour palette?

RML: I wanted the Wrathmonger's skin to look as though it was hot to the touch so I used dark shadows and orange and yellow highlights to emphasise this. For the Witch Aelf I used the traditional pallid, cool flesh tones to contrast with the warm tone of the Wrathmonger's skin. I added a variety of colours to the other details such as the Witch Aelf's daggers and hair and the Wrathmonger's flayed skin tabard, pouch and skulls to diffuse some of the dominant red areas. I imagine the green pouch to be made from the flayed skin of an orruk.

WD: What painting techniques did you use?

RML: I used lots of layering and glazing across both miniatures to get the blends as smooth as possible. The gloss Agrax Earthshade and Seraphim Sepia washes gave the gold elements a highly polished appearance.

FOR WRATH AND RUIN AND THE SPILLING OF BLOOD



"I made the banner on the base using a thin piece of aluminium, to which I added some freehand designs – they were great fun to paint (1)," says Robin. "I painted them in non-metallic metals to make them stand out and then I covered the banner and the base with weathering powders to add some grittiness to the scene. I think the banner helps add to the duel, explaining that there's a larger battle taking place around the two warriors."

"The Wrathmonger (2) is my favourite element of the duel – he's just such a cool model and I'm really happy to have him in my collection." It's worth noting at this point that the Wrathmonger actually has three arms (you can see them all from above), each of which is swinging a huge wrath-flail. "I still think the Witch Aelf will win," says Robin. "My money's on her killing the Wrathmonger."

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WHAT THE JUDGES SAID

"Robin has certainly captured the interactive aspect of the Duel category with his entry," says Anja. "The two models are perfectly posed to fight each other, with the Wrathmonger leaning back to swing his many flails while the Witch Aelf leaps in to deliver a killing blow with her blades."

"In terms of painting, both models capture the essence of their respective races perfectly – the Wrathmonger exhibits the blood red and brass of Khorne, while the Witch Aelf is pale and ethereal looking. Individually, each model is exceptionally well painted, but it's the pairing of the two that makes the piece a winner."



2

GOLDEN DEMON

TOP TIPS FROM THE JUDGES

"One of my top bits of advice when it comes to entering Golden Demon is to check out previous winning entries and analyse them," says Darren. "You need to understand what makes a good entry before you can create one yourself."

"Many Golden Demon winners have blogs where they share their work, so it's worth taking a look online to see what they have to say about their painting style, about the techniques they use and why they use them. Many of them will have detailed pictures of their work, too, plus work-in-progress pictures that show how they built up colours and textures in certain areas. This will give you a much better idea of how they go about creating their entries."

FAITH AND HERESY

"The starting point for this duel was the Seraphim," says Martin. "When the Triumvirate of the Imperium came out I was instantly drawn to the two figures circling Celestine and loved the idea of creating a duel around one of them. I also knew I wanted to paint her in the colours of the Order of Our Martyred Lady – a classic

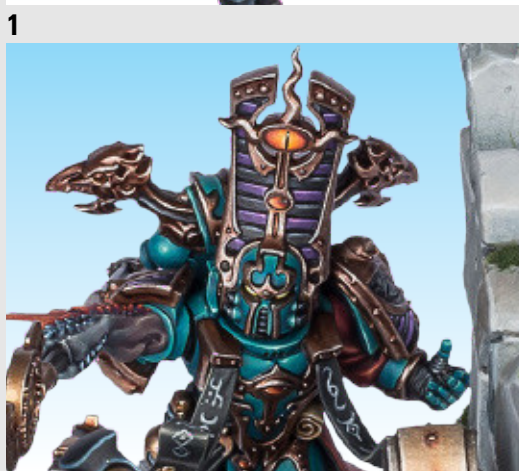
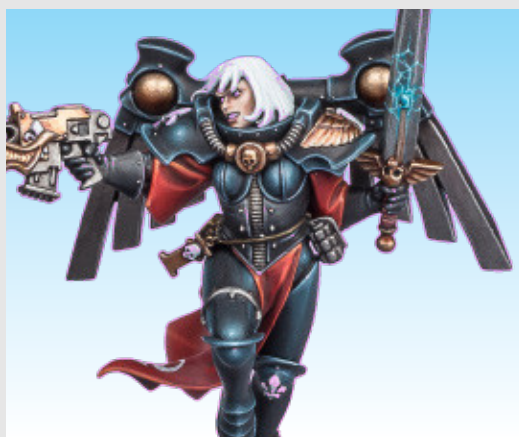
scheme for the Sisters of Battle. For the opposition I chose a Thousand Sons Sorcerer – with the huge amount of cool details and really good movement I felt it would offer both a solid painting challenge and an effective counter-balance to the Seraphim. I imagine this scene to be set in an Ecclesiarchal monastery, a place of reverence for the Sisters."



THE FACE OF HATRED

Martin has painted the bare-headed Seraphim with a determined scowl (1) – she's clearly intent on destroying her hated foe. Note the sparking energy effect around the power node on her power sword and the light spots on her shoulder pad and knee where light is reflecting off her power armour.

The turquoise armour and gold trim give the Thousand Sons Sorcerer an opulent, mystical look that is reinforced by the magical symbols on his stole (2). Note how Martin has maintained a consistent light source for both models, placing it above and between the two models and having the reflection points on the models point at the same source.



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SILVER, CLASSIC 2017, DUEL
**THOUSAND SONS SORCERER AND
SERAPHIM BY MARTIN PETERSON**

WHAT THE JUDGES SAID

"The painting on Martin's entry is extremely smooth and sharp, with some very tidy blending and some well-positioned spot highlights where light would reflect from the polished armour," says Joe. "Both characters have well-maintained wargear that's very clean – they're painted very much in the 'Eavy Metal style – while the backdrop for the duel is much chalkier, scuffed and weathered. The different textures help differentiate the setting from the protagonists, which is always important in a duel. A nice little touch is using red as the spot colour on both models – it helps tie them together visually."



STRIKING FROM THE SHADOWS

"I wanted to enter a dynamic duel but I've never been too good at conversions," says Vivien. "Fortunately, the Callidus Assassin is perfect for a duel – it literally falls from the sky! A small satchel on her belt hides the join between her and the metal support rod. I needed an opponent who did not know they were about to be attacked and the casual walking pose of a Genestealer Cultist worked perfectly. For the setting, I airbrushed the base and then used Forge World weathering powders to give it an aged look. The Neophyte has a warmer colour palette to stand out from his surroundings, while the Assassin is dark – all the better to hide in the shadows." 🦋

WHAT THE JUDGES SAID

"It's a classic Assassin strike – you know the story instantly the second you see it," says Darren. "Suspending the Callidus like that above the ground is very clever as it feels like a snapshot of the action – it makes you want to know what will happen in the next few seconds. The container and gantry help set the scene firmly in the 41st Millennium, while the dark Assassin and pale Cultist contrast really well with each other and highlight that they're on different sides."

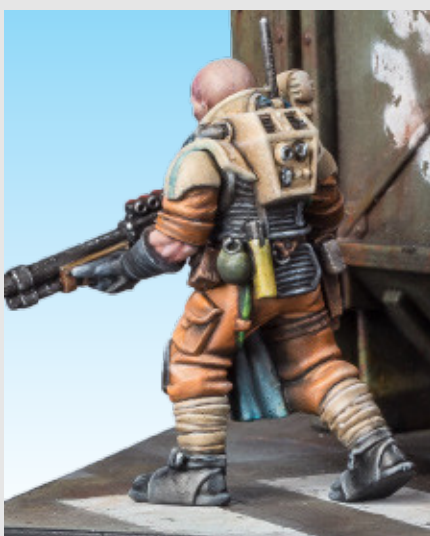


BRONZE, CLASSIC 2017, DUEL
**CALLIDUS ASSASSIN AND
GENESTEALER CULTIST BY VIVIEN CHESNEL**

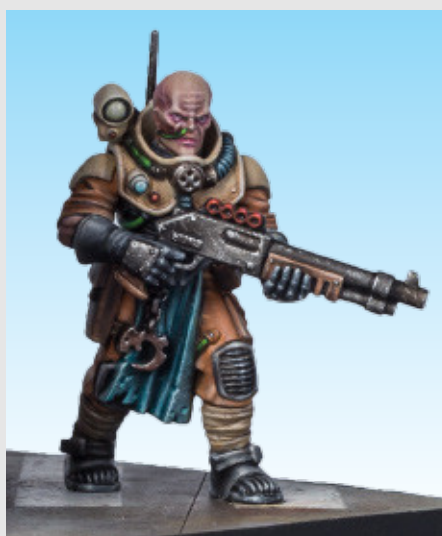
THE UNSUSPECTING SERVANT VERSUS THE STONE-COLD KILLER

The Neophyte Hybrid's bone-coloured mining suit and high-visibility orange work fatigues (1) are the perfect colours for a subterranean worker. His equipment is banged up and battered, from his scuffed knee pads, boots and gloves to the ancient shotgun he's carrying (2).

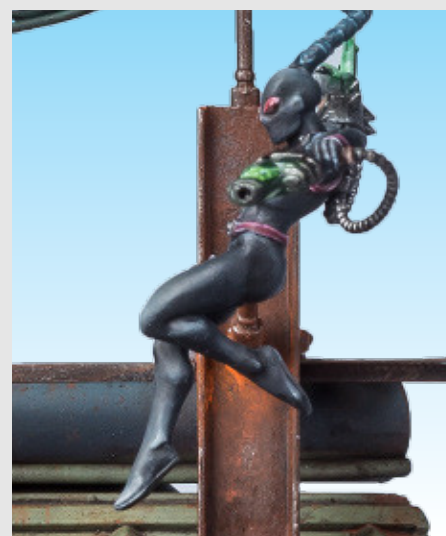
In contrast, the Callidus Assassin has a cold colour scheme and pristine wargear. (3). The green of her energy weapons acts as a spot colour.



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THE BATTLE FOR EREBOR

This month in our Battle Report special issue, we venture into the realm of Middle-earth™. Adam and Jay from the Middle-earth team fight out a contest for the ages, pitting the Dwarves of the Iron Hills against the Orcs of Gundabad on the fields of Erebor.



AN EVEN MATCHUP

In the films, the armies of the Iron Hills and Gundabad are very evenly matched, neither managing to gain the upper hand – until the arrival of *Beorn™* and the Great Eagles of course!

The same is true in the Strategy Battle Game. Whilst the Iron Hills Dwarves have a higher Defence and Fight value, the Gundabad *Orcs* can make full use of their Ancient Enemies special rule to cause as much carnage as possible. This will really be a close-run battle and may just come down to the final turn!

It has now been more than a year since the first new releases from the *Middle-earth* team started to arrive (*Dain Ironfoot* came out last October!), and since then there has been a steady stream of *Middle-earth* models released representing all manner of characters and creatures from *The Hobbit: The Battle of the Five Armies™*.

With this in mind, we thought it was high time to feature a *Middle-earth* battle in the hallowed pages of *White Dwarf* once more – so we called upon the members of the *Middle-earth* team to help us do just that immediately!

The *Middle-earth* team didn't require much persuasion, and soon Adam Troke and Jay Clare had eagerly invaded the *White Dwarf* bunker with trays piled high with Dwarves, *Orcs*, war machines and a substantial selection of Evil creatures!

Between them, Adam and Jay came to the decision that they would fight a mammoth 1,250 point game of the Strategy Battle Game, pitting two of the fiercest rivals in *Middle-earth* against each other: Dain Ironfoot's army from the Iron Hills would find itself across the battlefield from a vile army of *Orcs* and Trolls from Mount Gundabad, headed up by none other than the spawn of *Azog™* – *Bolg*.

So, the battlefield was set – Adam would take control of the army of the Iron Hills (he does like to think he is a Dwarf, after all), whilst Jay took command of the ranks of Gundabad *Orcs* as they ploughed their full strength at arms into the ranks of heavily armoured Dwarves.

Both Adam and Jay are veteran Strategy Battle Game players, and both were gunning for victory – here's how they got on!

LET'S GIVE THEM A GOOD HAMMERING!

Adam: At last, a chance to unleash the glorious army of the Iron Hills upon the pages of White Dwarf. I can hardly wait. I'll be using Jay's own Iron Hills army against him (he's painted a lot more than I have), and he's got a wonderful of variety to choose from. Dain Ironfoot, leading a core of Goat Riders will be the spear tip for the army, with a solid core of Iron Hills Warriors and an Iron Hills Chariot to form the main force.

The Dwarves of the Iron Hills are a hardened, professional army and that is reflected in their rules – you can expect every Dwarf to hold his own, and the Captains are exceptional: great warriors with serious tactical acumen. These will be the lynchpin of my force, while Dain spearheads my assault. The Captains' Tactical Awareness special rule means they are always

a threat to their enemy's plans. With a steady wall of shields at the centre, crossbows to anchor my flanks and mattock-armed warriors to act as roving line-breakers, my plan is to let Gundabad dash itself upon my Dwarven anvil.

Our scenario, Fog of War, makes you choose a number of objectives (see below), and I have a plan. Put simply, I am going to protect Thorgi, the Chariot-riding Captain, kill off Razbúrg (who I have arbitrarily selected based on how much Jay likes the model) and claim the woods on the right hand-side of the battlefield. Mostly, though, my plan is to break Jay's Gundabad army as quickly as possible with my warriors, while I dispatch Dain Ironfoot and the Goat Riders to bring the monstrous Bolg to heel. Sounds like a perfectly good strategy to me.

MARCH FORTH FROM GUNDABAD!

Jay: Whilst Adam has taken control of the Iron Hills, I have opted to command the forces of Gundabad against him. Bolg will be the best fit to lead my army forth, and I've placed him upon a Fell Warg to do so. His high Strength, two-handed pick and the Burly special rule will come in very handy against the Iron Hills!

Iron Hills Dwarves are incredibly tough, possessing a lot of armour and the ability to form a shield wall to further increase their Defence, so will have to take at least some Monsters in my force to punch through Adam's lines. To this end I have selected a total of four Monsters; one Gundabad Ogre, two Gundabad Trolls and a fearsome Troll Brute – more than enough hitting power to combat Adam's fully armoured Dwarves.

THE SCENARIO

The scenario chosen by the players was the Fog of War scenario, one of the new Matched Play scenarios found in the General's Accessory Pack.

This scenario requires both players to secretly note down three secret objectives and place them to one side until the end of the game. Both players must note down one of their own Heroes, but not their leader, and try to keep them alive until the end of the game. Both must also note down an opposing Hero, again not the leader, and must endeavour to slay the chosen Hero. Finally, both players must note down a piece of terrain in their opponent's half of the board and capture it by the end of the game. On top of this, players will also gain Victory Points for breaking the opposing army.

With my army picked that leaves the decision of what my secret objectives should be – I need to protect one Hero, kill one and take one piece of terrain. As all of my Gundabad Orc Captains are essentially the same, it doesn't really matter which one I pick to protect.

Whichever I choose, it will be difficult for Adam to work out as there is no obvious pick. So I will protect Skátlukh – I don't like him that much anyway.

As for which enemy Hero to target – I will try and kill Narin, the Iron Hills Captain with Mattock, as he seems like the easiest choice. When I say easiest I mean he isn't Defence 8 or riding a Chariot, so 'easy' may be the wrong word!

Finally, I will try and capture the larger wood on Adam's side of the board.



ADAM TROKE

When it comes to the Dwarves of *The Hobbit*™, it's fair to say that Adam is completely obsessed. He loves everything about them, from their lustrous beards to their stubborn temperament, and most of all he adores *Dain Ironfoot*. Frankly, it's hard to get him to stop shouting Dwarf quotes as he moves the models around.



JAY CLARE

An avid Strategy Battle gamer, Jay spends most of his free time gaming in *Middle-earth* or painting armies to use on the tabletop! Recently, he managed to add two Gundabad Trolls, three Gundabad Orc Captains and a whole warband of Gundabad *Orcs* to his force – we don't know where he finds the time!



BATTLE REPORT



AZOG'S LEGION

Jay: When selecting my force I decided to take as many Monsters as I could, without reducing my numbers too much. Even with the four hulking beasts, I still managed to cram in 30 Gundabad Orcs and 14 Gundabad Berserkers – a rather impressive horde!

Whilst the Monsters pose an immediate threat to Adam's army, the key to victory may lie in the Berserkers' additional Attacks and high Move allowance, especially if they can catch those pesky Goat Riders!

WARBAND 1

Bolg on Fell Warg (leader)

12 Gundabad BAerserkers

WARBAND 2

Gurâkh, Gundabad Orc

Captain with shield

5 Gundabad Orcs with shield

5 Gundabad Orcs with spear

1 Troll Brute

1 Gundabad Troll with crushing club

WARBAND 3

Skatlúkh, Gundabad Orc

Captain with shield

5 Gundabad Orcs with shield

5 Gundabad Orcs with spear

Gundabad Ogre

Gundabad Troll with scythe gauntlets

WARBAND 4

Razbúrg, Gundabad Orc

Captain with shield

5 Gundabad Orcs with shield

5 Gundabad Orcs with spear

2 Gundabad Berserkers





THE IRON HILLS

Adam: The glorious army you see here has been building up on Jay's desk beside me for months, and it's a pleasure to unleash it. There is no real strategy to my choices within it – I've simply cherry-picked from his burgeoning horde. *Dain* himself leads the Goat Riders and Ballista (which is to sit back and rain bolts onto the foe). *Thorgi*, the Chariot-riding Captain will similarly race forwards leaving the crossbow Dwarves to offer fire support while *Narin Orc-hammer* and *Krofur* have their Dwarves hold the centre against the foe.

WARBAND 1

Dain Ironfoot, Lord of the Iron Hills on war boar (leader)

7 Iron Hills Goat Riders

1 Iron Hills Ballista

WARBAND 2

Krofur, Iron Hills Captain with spear and shield

12 Iron Hills Dwarves with spear

WARBAND 3

Narin Orc-hammer, Iron Hills Captain with mattock

11 Iron Hills Dwarves with mattock

1 Iron Hills Dwarf with shield and banner

WARBAND 4

Thorgi, Iron Hills Captain on Chariot

12 Iron Hills Dwarves with crossbow



BATTLE REPORT

URNS ONE TO THREE: AND SO IT BEGINS...

With the forces deployed, secret objectives noted down and hands shaken, it was time to start this epic confrontation between two of bitterest enemies in *Middle-earth*.

Jay won Priority on the first turn and wasted little time in advancing his Gundabad hordes as close towards Adam's army as possible, moving his hulking Gundabad Trolls and Troll Brute so they were spread

evenly across his lines. Adam also marched his lines forward, getting his Iron Hills Chariot into a position to charge the Gundabad lines. When advancing *Dain* and his Goat Riders, Adam was very careful to ensure that they remained more than 8" away from Jay's Gundabad Berserkers – that way if Jay won Priority again, he would be only able to charge a small number of Adam's Goat Riders.

DEATH FROM ABOVE

One of the major threats to Jay's force is Adam's Iron Hills Ballista.

Jay needs to get his forces as close to Adam's as possible, that way the Ballista cannot target the *Orcs* without risking hitting its own allies.



Adam's Iron Hills Ballista caused havoc in Jay's lines, huge metal bolts gouging holes in the Orc ranks – Gundabad was quickly taking casualties.

The start of turn three saw both Adam and Jay hoping to lose the roll-off for Priority, neither of them wanting to have to make the first charge into the enemy lines. Unfortunately for the sons of Durin, Adam won Priority and so had to either commit his forces forward, making as many charges as possible, but take the Gundabad charge in return, or remain in place

and risk losing the roll-off the following turn, which would allow Jay's forces to charge anyway.

Opting to keep the majority of his lines stationary, Adam only sent his Goat Riders forwards, engaging the Berserkers in a clash of lances. This allowed Jay to move his Troll Brute into the fight. Though the huge beast didn't cause any Wounds on the charge, it did manage an impressive Hurl attack, slaying five Goat Riders!

PRIORITY

While going first sounds like it'd always be good, sometimes it's better to lose Priority. There will be turns in the Strategy Battle Game when a player wants to go second, either so they can charge an enemy without being counter-charged or to react to their opponent's moves.



Adam advances Dain Ironfoot and his Goat Riders (1). The sooner Adam can get the Lord of the Iron Hills into the fight, the better a chance he will have at slaying Bolg and denting the Gundabad army's chance at victory.

Adam moves his Iron Hills Chariot into charge range of Jay's ranks (2), which

are providing Adam with a very tempting target. Jay attempts to move two Gundabad Berserkers in range to counter-charge the Iron Hills Chariot. However, before they are able to make their daring charge against the Iron Hills war machine, they are swiftly cut down by the hail of crossbow fire directed at them from the Chariot's rapid-fire bolt thrower.

BATTLE REPORT

URNS FOUR TO SIX: THE TIDE TURNS

Turn 4 began with both Adam and Jay choosing to make Heroic Moves, with Adam winning the dice roll and charging *Dain Ironfoot* and the remaining Goat Riders into the Gundabad Berserkers in an attempt to slow them down. The unmounted portion of the Iron Hills army engaged the wall of Gundabad *Orcs* on the other side of the board, preventing the Gundabad Troll with crushing club from making it into combat.

With the Goat Riders all but eradicated, Jay moved his Troll Brute, Gundabad Troll with scythe gauntlets and the rest of his *Orcs* towards the main fight in the centre of the board, hoping that *Bolg* and his remaining Berserkers would be enough to finish off *Dain Ironfoot*. Once more, Adam's Ballista found its mark felling yet more Gundabad *Orcs*. The Evil forces were being gradually whittled down.

The Combat phase saw the forces of Gundabad

take a commanding lead, cutting huge chunks out of the Dwarven lines. And *Bolg* managed to slay *Dain* – things were looking grim for the Iron Hills.

Over the following two turns the Dwarves began to rally, slaying the Gundabad Ogre and managing to break the Gundabad forces. Both Narin and Krofur charged the Gundabad Troll with crushing club, dealing three Wounds to the beast. Meanwhile, Thorgi drove his Iron Hills Chariot into Razbúrg and, although the grizzled Orc survived the impact, he was swiftly brought down by the crew in the Combat phase.

The Iron Hills were not without their losses, though, the Gundabad Troll proving too much for Narin in its dying moments and felling the Iron Hills Captain with a swing of its crushing club.

KILLER ORC

Bolg's Bringer of Death special rule means that the more enemies he kills, the more powerful he gets – if he can kill 10 models, he becomes all but unstoppable with the Mighty Hero ability (a free Might Point every turn)!

Adam unleashed the fearless *Ironfoot* and his deadly Goat Riders in the hope of thwarting the Orcish brute before he became too powerful. Ultimately, it would prove to be a gamble too far for the Dwarf lord. Adam's only hope was that *Dain* had slowed *Bolg* down enough.

CHARIOT CHARGE

With Adam winning the Priority and the Iron Hills Dwarves having dispatched the Gundabad Ogre in turn 5, Adam has the perfect opportunity to charge his Iron Hills Chariot into Razbúrg.

First ploughing through the nearby Gundabad *Orcs*, Adam's Chariot charges Razbúrg, dealing two Wounds to the Orc Captain. Although he is able to keep himself alive by using his Fate point, Razbúrg loses the ensuing combat and is slain by the Chariot's crew – thereby earning Adam 3 Victory Points!



THE CLASH OF GENERALS

Turn 4 saw both Dain and Bolg engaged in combat nearby each other. Both called a Heroic Combat to try and swing the fight in their favour. Jay won the roll-off to act first and, after slaying the Dwarf engaged with Bolg, charged the huge Orc into Dain's combat. With Dain now surrounded and possessing a lower Fight value, the spawn of Azog and his Berserkers slew the Lord of the Iron Hills in a single round of combat – the tide of the battle had turned once more!



1



Though Narin puts up a valiant fight, the Gundabad Troll with crushing club proves to be too mighty a foe for him (1), dealing a massive four Wounds with its crushing club and earning the Gundabad forces 3 Victory Points.

Although broken, the forces of Gundabad begin to overwhelm the Dwarves on the left flank (2). Those Dwarves that have survived up until this point are viciously slain by the incoming Gundabad Berserkers as they reach the swirling melee.

Following his victory over the Lord of the Iron Hills, Bolg rides straight at the Iron Hills Ballista (3). The war machine wreaked havoc on Jay's forces in the early turns, claiming an impressive kill tally, and Jay decides to send Bolg to deal with the Ballista and its crew once and for all, just to be on the safe side!

2



3



BATTLE REPORT

TURN SEVEN: THE FINAL TURN

And so the game entered the final turn – both Adam and Jay had managed to slay their target Hero and both still had the Hero they were trying to protect alive.

Adam won Priority and charged Thorgi's Chariot straight into the already-wounded Gundabad Troll, smashing it to the ground in an explosion of armour plates. This left his Chariot in a prime position to shoot Skatlúkh with its bolt thrower.

Seeing that Skatlúkh was in danger and not wanting to give up precious Victory Points, Jay ran the Orc Captain as far away from the Chariot as possible, hiding him behind a tree. Jay then charged the Troll Brute towards the Chariot, sacrificing two of his own Gundabad Orcs on the way, the Troll Brute smashing them aside.

One of Adam's Dwarves finally reached his designated terrain piece, and the crossbows managed to pick off the only Berserker holding Jay's. Victory was in touching distance for the Iron Hills – all Adam had to do was to keep Thorgi alive or slay Skatlúkh with missile fire. Unfortunately for the Dwarves, the rapid-fire bolt thrower only hit the tree hiding the cowardly Orc and the Troll Brute overwhelmed Thorgi, slaying him in one fell swing. With that fateful blow, the game ended – finishing in a 7-7 draw!



The Chariot lines up for another devastating charge into the Gundabad Ranks (1).

Becoming desperate to halt the relentless advance of the Gundabad Monsters, one brave Dwarf charges both Trolls (2), temporarily slowing the raging beasts.

With a tremendous battle cry, Thorgi charges his Chariot towards the Gundabad Troll (3), slaying the fearsome creature with its impact hits!





THE DUST SETTLES

Adam: Wow... I don't mind saying that draw was entirely down to last-minute luck. I'm not saying my original plan wasn't sound, but when Bolg struck Dain down and my casualties mounted up, I started to fear total defeat. With Dwarves dying everywhere and Bolg approaching, it looked grim!

Jay: I think that is true for both sides. The number of Orcs that died to your Ballista was horrifying. And at the end, if your two crossbow Dwarves hadn't killed that Berserker, victory would have been mine. However, even after they struck him down I was still in the fight, it just meant I had to take the huge risk of charging Thorgi's Chariot with the Troll Brute. Failure to kill the Dwarf Captain would have lost me the game.

Adam: It was right down to the wire. Much of the credit for how fun this game was must go to the Fog of War scenario, too. Not knowing quite what your objectives were kept me guessing (and fighting hard) right to the end. It's a little gem nestled in the General's Accessories Pack that makes for a fun tactical challenge.

Jay: The scenario was fantastic fun. The fact that all three of my Gundabad Captains were essentially the same meant I had no idea which one you were gunning for!

Adam: Agreed! It was made even more exciting by how well-matched our armies were, thematically – Iron Hills Dwarves and Gundabad Orcs clashing in a true grudge match.



HIDEOUS BEAST OF THE MATCH

Jay: I had a lot of Monsters to choose from but it's got to be the Troll Brute. Not only did it kill half of Dain's bodyguard in one attack, it topped it off by taking Thorgi out of action right before the end of the game, keeping me from losing the match!

THE EVERWINTER CURSE

Our second Battle Report this month pits the Beastclaw Raiders against the Kharadron Overlords as the howling winds of winter come crashing down on the Mortal Realms.

It's photographer versus photographer, too, as we pit Martyn against Jonathan!

orkar Icejarl sat atop his Stonehorn and rubbed his hands together to ward away the cold. The eye of the Everwinter storm was almost upon his raiding party – snow drifts were piling up around the ogors and any prey had long since fled from the wind's chilling bite. The Alfrostun had feasted well in these wastelands of Ghur, but soon they would need to outrun the Everwinter curse once more. As Vorkar gnashed his teeth, deep in thought, shapes emerged from the blizzard – it was Mjovir, Vorkar's Icebrow Hunter, a pack of Frost Sabres prowling silently in his wake.

"Where does our path lead?" growled Vorkar to the Hunter. "Do the lands ahead offer us fresh meat and shelter from the eternal chill?"

"They do," replied Mjovir, "though the path is not clear. The sky-duardin claim this land and even now they seek to block our passage. The pass that leads to the plains is heavily defended."

"Duardin," muttered Vorkar, irritably. "I'd prefer a foe I can eat without having to unwrap it first."



Martyn: The idea for this battle all came about because of a picture that Jonathan took for the Beastclaw Raiders battletome (see below). I thought it was a really emotive piece with lots of character to it, particularly because it conveys the idea of the ogors bringing the winter snow with them, which is something we'd never done in miniatures photography before. That gave me the idea of playing a winter game – it is Christmas, after all – with one half of the battlefield covered in snow and the other half a barren, hot desert. The Beastclaw Raiders could then be on a mission to escape the harsh Everwinter storms that constantly plague them, or perhaps secure some big kills for a festive feast (the Frostlord does have a turkey hanging from his saddle. I've always liked the ogor models and, having recently read through the battletome, I decided to play as the Beastclaw Raiders.

Jonathan: I would be fighting against Martyn using the Kharadron Overlords – an army I am currently painting models for, though sadly lack the numbers to take on the Studio's Beastclaw Raiders collection. So I picked my army from the Studio's Barak-Zilfin force instead (with some aid from Barak-Zon in the form of a Frigate and some Arkanauts). We agreed to a points limit of 3,000 (which we both marginally exceeded!) but we decided to ignore the limits on the number of battleline units we had to take so we could get a wider range of units into our forces. We decided to come up with our own mission – the Beastclaw Raiders would have to get three of their units into the mouth of the pass on the south-west corner of the battlefield before the end of turn six to win, while the Kharadron Overlords (and me) would have to do everything they could to halt the monstrous migration in its tracks.



MARTYN & JONATHAN

It's a clash of photographers in this issue, but who will win – the renowned entrepreneur or the big hairy beast?



BATTLE REPORT



VORKAR’S EVERWINTER MIGRATION

| | UNIT NAME | BATTLEFIELD ROLE | POINTS | NOTES |
|----|-------------------------------------------|----------------------|--------|----------------------------------------------------|
| 1 | Vorkar Icejarl, Frostlord on Stonehorn | Leader, Behemoth | 460 | General, Everwinter’s Master, the Pelt of Charngar |
| 2 | Jaevnir Frostmane, Huskard on Thundertusk | Leader, Behemoth | 380 | |
| 3 | Mjovir, Icebrow Hunter | | 140 | |
| 4 | Thundertusk Beastriders | Behemoth, Battleline | 360 | |
| 5 | Stonehorn Beastriders | Behemoth, Battleline | 360 | |
| 6 | Mournfang Pack (4 models) | Battleline | 380 | Banner bearer, horn blower |
| 7 | Mournfang Pack (4 models) | Battleline | 380 | Banner bearer, horn blower |
| 8 | Mournfang Pack (4 models) | Battleline | 380 | Banner bearer, horn blower |
| 9 | Icefall Yhetees (3 models) | | 120 | |
| 10 | Frost Sabres (3 models) | | 60 | |
| 11 | Frost Sabres (3 models) | | 60 | |

POINTS VALUE: 3,080



ADMIRAL BOLDSON'S DEFENCE FORCE

| | UNIT NAME | BATTLEFIELD ROLE | POINTS | NOTES |
|----|----------------------------------|----------------------------|--------|-------------------------------------------|
| 1 | Rik Boldson, Arknaut Admiral | Leader | 140 | General, Grudgebearer, Sledgeshock Hammer |
| 2 | Dorrek Slatehammer, Endrinmaster | Leader | 140 | |
| 3 | Kron Beardmane, Aether-Khemist | Leader | 100 | |
| 4 | Jogtar Flinson, Navigator | Leader | 100 | |
| 5 | Arknaut Company (10 models) | Battleline | 120 | |
| 6 | Arknaut Company (10 models) | Battleline | 120 | |
| 7 | Arknaut Company (10 models) | Battleline | 120 | |
| 8 | Endrinriggers (6 models) | | 240 | |
| 9 | Arknaut Ironclad | Behemoth | 440 | Aetherspheric Endrins |
| 10 | Arknaut Frigate | Behemoth | 280 | |
| | Grundstok Escort Wing | Warscroll Battalion | 200 | (Includes all the units below) |
| 11 | Grundstok Thunderers (10 models) | | 200 | |
| 12 | Grundstok Thunderers (5 models) | | 100 | |
| 13 | Skywardens (6 models) | | 200 | |
| 14 | Grundstok Gunhauler | Artillery | 220 | |
| 15 | Grundstok Gunhauler | Artillery | 220 | |
| 16 | Grundstok Gunhauler | Artillery | 220 | |
| 17 | Arknaut Frigate | Behemoth | 280 | |

POINTS VALUE: 3,060

BATTLE REPORT

BATTLE ROUND ONE: THE MIGRATION BEGINS

Charging through gales of blustering snow, Vorkar's raiding party finally came to the edge of the Everwinter's storm. Snow underfoot turned to sun-baked earth and the pass down to the plains could be seen in the distance. Yet between the ogors and the pass stood an army clad in gleaming metal – the Kharadron Overlords of Barak-Zilfin. Raising his frost spear high in the air, Vorkar bellowed for his party to split up and approach the pass from two directions. As he led half the Alfrostun around to the north, his trusted Huskard, Jaevnir Frostmane, led the other half round to the south, a pack of Yhetees ambling in the wake of his Thundertusk.

As they cautiously approached the pass, a fierce gale blew from behind the Beastclaw Raiders, reminding them that the touch of Everwinter was never far behind them. Spurred

on, they picked up their pace and raced towards the Kharadron Overlords, intent on breaking through their lines as quickly as possible to escape the winter chill. Few of the ogors carried projectile weapons but those that did loosed them at the Kharadron. Alas, the Thegn riding the Stonehorn was the only one that hit anything through the freezing storm, his harpoon launcher tearing an armour panel from the front of a Grundstok Gunhauler.

The distance was too great for many of the Kharadron to return fire – those that found their range saw most of their shots go wide of their marks. Even the training of the Grundstok Thunderers and the aetheric experimentations of Kron Beardmane, the Aether-Khemist, proved ineffective, though the Arkanaute Company did manage to wound one of the oncoming Mournfang riders. And so first blood was spilt.

DEPLOYMENT

Martyn and Jonathan deployed their armies in opposite corners of the battlefield, with the Beastclaw Raiders in the north-east and the Kharadron Overlords in the south-west. Because both armies are quite fast, Jonathan and Martyn deployed their units 12" from the centre line of the board, giving them space to manoeuvre before combat was joined. The Icebrow Hunter was deployed off the board ready to ambush, while the Arkanaute Ironclad was set up high in the sky using its Aetherspheric Endrins.

Martyn finishes setting up first, his Frostlord leading one flank attack (1) and his Huskard leading the other (2). Unusually, Martyn elects to take the first turn (he normally tries to get the fabled double turn between the first and second battle rounds).

The Beastclaw migration begins when Martyn rolls the Freezing Tailwind result as this turn's Everwinter Blessing, enabling him to move all of his units 3" closer to the Kharadron Overlords in his hero phase.

Martyn then runs a Mournfang Pack (3) up the centre of the battlefield, while the Stonehorn Riders (4) leads the charge on the eastern flank of the force.

The Huskard, Frost Sabres, Yhetees and Mournfang Pack on the southern flank (5) all run forward to get closer to the Kharadron.

The Stonehorn rider (6) fires his harpoon at the closest Grundstok Gunhauler (7) and causes three wounds. The same skyvessel takes a further wound from the Huskard's Blood Vulture.

The Thundertusk's rider (8) fails to hit anything with his harpoon launcher.





DEFEND THE PASS!

Jonathan: I thought the safest way to defend the pass would be to cram it full of guns. The Arkantaut Company could put out a reasonable amount of firepower, but actually they were there to screen the units of Grunstok Thunderers behind them. I placed the Aether-Khemist within 10" of all the units, meaning any of them could make use of his Aetheric Augmentation ability. I used him to boost the attacks of the Grunstok mortars for the first couple of turns (everything else was out of range), then the aethershot rifles in later turns.

EVERWINTER!

Beastclaw Raiders have a unique battle trait – The Everwinter's Blessing. At the start of each Beastclaw hero phase, this must be rolled for and the result applied. In Martyn's first turn, a Freezing Tailwind enables every Beastclaw Raider unit to move up to 3" in the hero phase.



Admiral Boldson (9) stands firm in the face of the enemy and uses his command ability, Lead by Example, to prevent any battleshock tests.

The Aether-Khemist (10) boosts the firepower of the Thunderers' Grunstok mortars (11), enabling them to fire twice this turn. They still only do a single wound to one Mournfang rider.

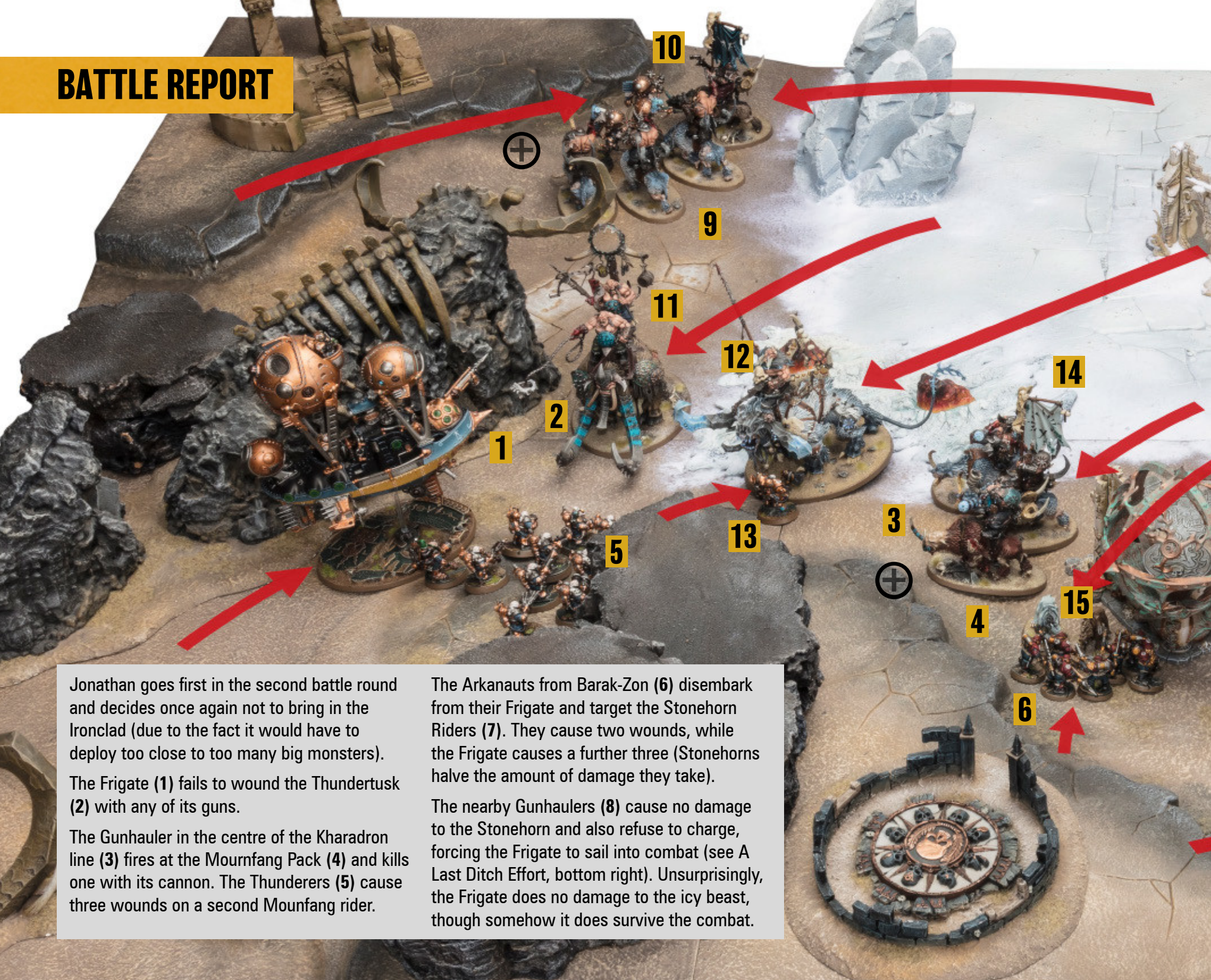
Both Frigates (12 and 13) call All Hands to the Guns, enabling them to re-roll 1s to hit, but at the expense of moving slower. Both then fail to hit anything in the shooting phase...

The Skywardens sneak along the western flank of the battlefield (14).

The Gunhaulers on the eastern flank of the Kharadron line (15) target the Stonehorn with their focused fire and cause no damage.

The Arkantaut Company (16) fire at the Mournfang Pack bearing down on them (17) and cause a wound with their aethermatic volley gun, but their other guns are either out of range or wildly inaccurate. Jonathan, it seems, really loves to roll 1s on his dice.

BATTLE REPORT



Jonathan goes first in the second battle round and decides once again not to bring in the Ironclad (due to the fact it would have to deploy too close to too many big monsters).

The Frigate (1) fails to wound the Thundertusk (2) with any of its guns.

The Gunhauled in the centre of the Kharadron line (3) fires at the Mournfang Pack (4) and kills one with its cannon. The Thunderers (5) cause three wounds on a second Mournfang rider.

The Arkanaunts from Barak-Zon (6) disembark from their Frigate and target the Stonehorn Riders (7). They cause two wounds, while the Frigate causes a further three (Stonehorns halve the amount of damage they take).

The nearby Gunhauleds (8) cause no damage to the Stonehorn and also refuse to charge, forcing the Frigate to sail into combat (see A Last Ditch Effort, bottom right). Unsurprisingly, the Frigate does no damage to the icy beast, though somehow it does survive the combat.

ORDER OF BATTLE

Throughout the game, Martyn had a sticky note stuck to his battletome with all the things he needed to do during his hero phase every turn. First, Martyn rolled for the Everwinter's Blessing, re-rolling the result if he wanted to because of his general's command trait – Everwinter's Master. Next he rolled to see if his Huskard's Blizzard-Speaker ability would allow him to heal a friendly unit. Lastly he used his Frostlord's Bellowing Voice command ability to ensure failed charges could be re-rolled.

BATTLE ROUND TWO: INTO THE JAWS OF THE ALFROSTUN

Seeing the ogors racing towards them, the Kharadron Overlords reloaded their guns and set about shooting as many of them as they could before the inevitable melee. The Kharadron ships on the eastern flank fired on the encroaching Stonehorn, but only the Frigate from Barak-Zon caused any damage, the shots from the Gunhauleds bouncing off the beast's rock-hard skin. Closer to the pass, the third Gunhauled raced forward to intercept the Mournfang riders, blasting one of them into gory paste with its sky cannon. Below on the plain, the Grundstok Thunderers also aimed their many esoteric weapons at the Mournfang Pack but only wounded one of them. Seeing his force's guns do so little to the ogors, Admiral Boldson ordered his ships to advance and stymie the ogor attack, but only the Barak-Zon Frigate responded, its captain ramming the Stonehorn...

Bullets and aether-energy glancing off their frosty hides, the ogors continued their implacable advance. Jaevnir Frostmane goaded his Thundertusk forward, its icy breath freezing a Gunhauled in mid-air and bringing it crashing to the ground. Nearby, the Beastclaw Raiders revelled in the wanton destruction they were wreaking and tore the red-armoured Arkanaunt Frigate apart. In the centre of the ogor battle line, Vorkar Icejarl led the charge, his Stonehorn massacring the Arkanaunts guarding the pass, while the Mournfang Pack smashed apart a second Gunhauled and the Thundertusk tore through a unit of Grundstok Thunderers as if they were not there. Vorkar's other Mournfangs chased down the Skywardens harrassing their flank but failed to kill them all. No matter, though, for the ogors were at the gates to the pass and it would take a miracle to keep them from entering it.



EVERWINTER!

A Freezing Tailwind enables every Beastclaw Raider unit to move up to 3" in the hero phase.

The Mournfangs on the western flank (9) charge the Skywardens (10), killing three of them.

The Thundertusk (11) causes six mortal wounds on the Barak-Zilfin Frigate with a Blast of Frost-wreathed Ice, then charges the closest Grundstok Thunderers (the five-model unit) and pulverises all five of them.

Vorkar charges his Stonehorn (12) into the Arknaut Company, crushing four on the charge and wiping out the rest in combat. Admiral Boldson piles in (13) but doesn't inflict a single wound on the Stonehorn.

Nearby, the Mournfang Pack (14) charges the Grundstok Gunhauer, which fails to drop any detonation drills and is smashed out of the sky by the ogors' culling clubs.

The Arknauts are charged by Sabre Tusks (15). One Sabre Tusk and two Arknauts die but no one flees.

The Barak-Zon Frigate is charged by the Mournfang Pack and Frost Sabres on the eastern flank (16). Between the four units now fighting it, the Frigate is torn to pieces.

16



A LAST DITCH EFFORT

Jonathan: Charging the Barak-Zon Frigate into the Stonehorn was a painful sacrifice, but having failed the charge with both Gunhauers, I had to send in the Frigate – I needed to stop the Stonehorn charging as it does D6 mortal wounds on the charge before its other attacks – and it miraculously survived the fight! Annoyingly, Yhetees have a 6" pile-in move if they're near a Thundertusk (which they were) so they joined the fight, too. Then the Mournfang riders and Sabre Tusks charged in during Martyn's turn to finish it off. It did hold them up a bit, though.

BATTLE REPORT

BATTLE ROUND THREE: MEETING FROST WITH FIRE

With the ogors now barging their way into the pass, Admiral Boldson commanded the Ironclad to descend from the skies to attack the rear of the ogor advance. Then he ordered his troops to concentrate their firepower on the most immediate threat – the Thundertusk. Aethershot rifles and carbines were aimed and fired, sky cannons belched fire and smoke, fumigators, decksweepers, aethercannons and mortars all fired on the beast. When the smoke cleared, the Thundertusk was gone, replaced by a steaming pile of entrails, fur and melting ice. Yet Admiral Boldson had taken a great gamble, for while the Thundertusk was dead, he now had to deal with a barely wounded Frostlord. As he stepped up to fight the ogor lord, the Grundstok Thunderers ran to his aid but were quickly gored by the Stonehorn and crushed beneath its gnarled hooves.

The ogors reacted swiftly to the new Kharadron threats. The Mournfang riders on the eastern flank swiftly butchered the Skywardens and

charged back into the snow to attack the newly arrived Endrinriggers, while Jaevnir and his Stonehorn riders turned to face the Ironclad. A blast of freezing ice from Jaevnir's Thundertusk caused grievous structural damage to the Kharadron war machine, but it stayed bodily aloft. Jaevnir's flank assault, meanwhile, continued to push on towards the pass, smashing through the Arkonaut Company but failing to bring down the last Gunhauler, much to the Huskard's annoyance. At the entrance to the pass, Vorkar was joined by a pack of Mournfang riders, who descended hungrily upon the Arkonaut Admiral. Swinging his sledgeshock hammer, Boldson smashed a chunk of rock out of the Stonehorn's face before being trampled to death.

THE HUNTER RETURNS

In his third turn, Martyn decided to deploy the Icebrow Hunter to the battlefield. Initially he wanted to have him join the fight in the pass but found he couldn't quite deploy him 9" from an enemy unit (and in a useful position). In the end Martyn placed him closer to the centre of the board so that he could chuck his great throwing spear at the Arkonaut Ironclad and also boost the speed and bravery of the nearby Frost Sabres. Hopefully they could then kill off those pesky Arkonauts.

EVERWINTER!

A Freezing Tailwind enables every Beastclaw Raider unit to move up to 3" in the hero phase.





EAT HOT AETHERMATIC LEAD!

Jonathan: Something had to die this turn and I decided it would be the Thundertusk about to enter the pass – its icy breath was just too dangerous to let it live. I used the Focused Fire ability of the Grundstok Escort Wing to concentrate every gun I had on it, including the Frigate, my Thunderers and the last Gunhauler. Between them (I boosted the aethershot rifles from two to three shots using the Aether-Khemist) they managed to kill the horrible beastie. But all that firepower on one target meant that the Frostlord was still alive.



The Ironclad arrives on the battlefield (1) but does little damage. The Endrinriggers disembark (2) but are then immediately charged by the Mournfang riders (3) that have just killed the Skywardens.

The Arkanaut Company disembark from the Frigate (4) and pour shot into the Frostlord but barely hurt him.

The Grundstok Thunderers bravely join Admiral Boldson in his fight against Vorkar (5), but the Admiral is crushed by the Frostlord and the Thunderers are trampled beneath the feet of the Stonehorn and the Mournfangs.

The last Gunhauler is caught by the Yhetees but not destroyed (6). It almost kills one in return! Nearby, the Mournfang Pack piles in on the Barak-Zon Arkanauts (7) and wipes out the unit.

Jaevnir Frostmane's Thundertusk (8) unleashes a Blast of Frost-wreathed Ice upon the Ironclad (9), causing six mortal wounds. The Ironclad responds by killing a Mournfang rider with its fragmentation charges.

BATTLE REPORT

BATTLE ROUND FOUR: THE AVALANCHE DESCENDS

Despite losing their general, the Kharadron Overlords doggedly held their ground in the entrance to the pass. The duardin were nothing if not stubborn. The Endrinmaster Dorrek Slatehammer quickly set about fixing the damage to the Ironclad, while the Frigate's on-board Endrinrigger also effected battlefield repairs. Then the guns began to fire. The Frigate's captain called all hands to the guns, while the Ironclad's captain ordered his crew to take careful aim and make sure that every shot counted. Their target was Vorkar Icejarl, who was hit by torpedoes, a heavy sky hook, an aethermatic volley cannon, countless carbines and privateer pistols and even the Aether-Khemist's noxious aether sprayer. Yet still the Frostlord did not die. Striding forward, Dorrek Slatehammer supercharged his combat harness and strode into combat, smashing the ogor from his saddle with his aethermight hammer.

Now leaderless, the ogors milled about in confusion. But only briefly, for the bellowing voice of Huskard Jaevnir quickly spurred them into action once more. The Mournfang Pack on the western flank shoved past the Yhetees and crushed the last Gunhauler before advancing on the pass. The other Mournfang riders in front of them entered the pass and found themselves confronted by the Aetheric Navigator who survived their charge and even struck back at them. Jaevnir, meanwhile, steered his Thundertusk towards the Ironclad, his monstrous mount once more freezing the huge war machine before smashing into its port beam – followed closely by the Stonehorn. Despite its vast bulk, the Kharadron skyvessel could not survive such a vicious pounding and was smashed to the ground by the two beasts. Close by, Mjovir took a run-up and hurled his hunting spear at the Endrinmaster before setting the Frost Sabres on the wounded duardin.

A CONTEST OF ENDURANCE

Many armies in Warhammer Age of Sigmar have some way to heal wounded units, be it through special abilities, spells or artefacts. Martyn kept his Frostlord alive (for a while...) by combining the Stonehorn's innate toughness with the Pelt of Charngar, which can restore lost wounds. He also repeatedly tried to cast Winter's Endurance (heals D3 wounds) with his Huskard but failed every time. Jonathan, on the other hand, kept his Endrinmaster busy repairing the Ironclad every time it took damage.

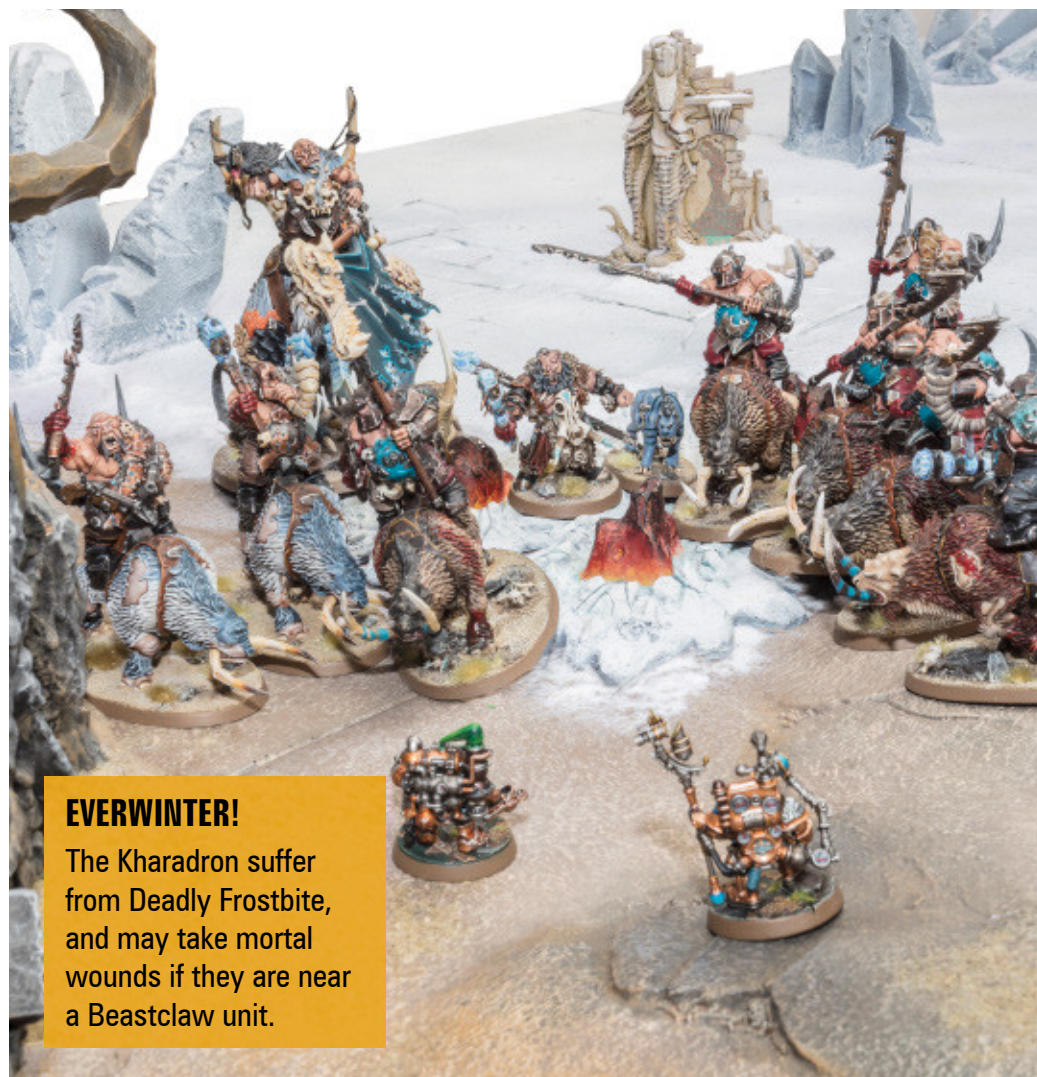
EVERWINTER!

A Fortifying Hoarfrost enables every Beastclaw Raider unit to re-roll failed save rolls of 1.



BATTLE ROUNDS FIVE & SIX: ONWARD TO THE PLAINS!

The Kharadron were in a dire situation, though they still doggedly held the pass. The last surviving units – the remaining Arkanaut Company, Aether-Khemist Kron Beardmane, Aetheric Navigator Jogtar Flinson and the damaged Frigate – stood their ground and fired on the wounded Stonehorn, the Khemist's noxious aether finally bringing the beast down. Knowing that the ogors would outflank them if they did not charge first, the Arkanauts boldly ran into the Mournfang Pack on the eastern edge of the pass and killed one of their number, but the number of Arkanauts was reduced by half in return, leaving only five left alive. With a roar, Huskard Jaevnir smashed his Thundertusk past the Mournfang riders and into the Frigate, crushing the skyvessel against the rocky walls of the pass. The Mournfang riders contented themselves with killing off the last few Arkanauts, their mounts flinging duardin high into the air before snapping their fangs together on their broken bodies. Unable to stop the ogors, Kron retreated, but Jogtar was frozen to the spot by an icy blast and died instantly. The last surviving Mournfangs pressed into the pass, crushing the Aether-Khemist under-paw before riding onward, victorious, towards the plains.



EVERWINTER!

The Kharadron suffer from Deadly Frostbite, and may take mortal wounds if they are near a Beastclaw unit.

FROM THE BLIZZARD THEY CAME... AND KILLED!

A SUCCESSFUL MIGRATION

Martyn: Well that was a great game but it so nearly went very wrong. I had in my mind the image of an ogor avalanche crushing the Kharadron but I expected a lot more casualties than I took, which meant when my units did get to the pass they were falling all over each other and getting in each other's way. Jonathan bottlenecked them really well and stopped them making the most of their huge number of attacks. His tactic to charge the Frigate into the Stonehorn early in the game very nearly wrecked my plans entirely – that ship basically held up an entire flank for a couple of turns, which was bad for me as I had to get my ogors into the pass before the Everwinter caught up with them. It was touch and go – I only had four units in the pass at the end of the game, so it was a bit too close for comfort, to be honest! It was also interesting playing a game with no magic, which is quite unusual in Warhammer Age of Sigmar. I did have two Thundertusks, though, which made up for that – they cause so much damage with their frosty breaths. My advice if you're fighting them – kill them (or at least wound them) quickly, because they will kill your characters in a heartbeat.

PROFIT MARGIN COMPROMISED

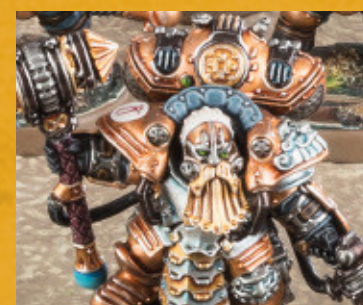
Jonathan: I really don't know what happened to my dice rolls. Actually, I do – they were just as bad as usual. Despite that, I was really proud of my Kharadron force – they managed to hold the Beastclaw Raiders up until the very last turn and I managed to kill three out of the four big monsters by concentrating my firepower. I think that was the key to the army – aiming all my guns in the same direction. They really started to take their toll on the ogors by the end. Martyn asked me what other units I would have taken in my force – my response was another Ironclad instead of the Escort Wing Battalion and the Navigator (who is only really good against wizards and flying units). Oh, and some weighted dice! An extra load of firepower from a second Ironclad would really have made a dent in Martyn's units early on, I think. I might even have considered keeping both Ironclads in my battleline, too, just to have them shooting right from the start. The plan to bring the Ironclad in using the Aetherspheric Endrins was to hopefully draw off some of Martyn's attacking units, but he still had so many left on the table he just used the ones furthest away from the pass to pounce on it instead. Ah well! 🐼

MODELS OF THE MATCH

Martyn: Easily the Frostlord on Stonehorn – he killed off the Admiral, an Arkanaut Company and the Thunderers and it took a lot for Jonathan to kill him. Halving the amount of damage he takes makes him extremely survivable.



Jonathan: I would have to say my Admiral, actually. He ensured my army never failed a battleshock test and prevented a lot more deaths at the hands of the Frostlord. He died in the process, but I think it was a worthy sacrifice.



RAID ON KHOTT'S FOLLY

When one of their number is captured by the thuggish Ironlords, the Carrion Queens of House Escher mount a daring raid right into the heart of House Goliath territory. Will they succeed or is the mission folly? In our Necromunda Battle Report, we'll find out...



THE RESCUE MISSION

The sixth mission in Necromunda Gang War, Rescue Mission, can either be played as a campaign game when a fighter is captured by an enemy gang or as a skirmish battle by randomly selecting a member of the attacker's gang. The objective is simple enough – Ben needs to free a member of his gang (in this case, Nokomi) and either get his gang off the board or wipe out Stu's fighters. Stu, however, needs to make sure that Nokomi doesn't break free and either wipe the Eschers out or force them to bottle it and flee.

One of the coolest parts of Necromunda Gang War is the rules for fighting battles in the underhive using 3D terrain. Writer Stu and Designer Ben wanted to try out the new terrain rules using one of the missions from the supplement – in this case, Rescue Mission. A random member of Ben's gang would be the captive, and his mission was to free them from the clutches of Stu's crew. To help matters, Ben would be able to use all nine of his remaining gangers, while Stu would only start with five randomly chosen gangers – the rest would be reinforcements if the alarm was raised.

The pair decided on a skirmish, using the gangs from Necromunda: Underhive. As these gangs are well rounded, both players had a good selection of weapons and skills to play with. All that was left was to work out who'd be the captive, who'd be guarding them and get on with the gang fight!

Life was cheap in the underhive, the old adage went. And this was, for the most part, true – but lives, well, they had a credit value attached to them. A healthy slave delivered to the Guilders could be a decent payday for small gang – enough to keep them in rotgut and corpse starch for a few shift-cycles. And if the Guilders wouldn't pay for whatever reason, there were always back-alley docs in need of 'spare parts'...

Nokomi, one of the enforcers of the Carrion Queens, had been jumped by House Goliath goons on neutral territory – the Ironlords were looking to cover the costs of losing Hannigan's Sprawl, and if they could get back at the hated Escher gangers of the Carrion Queens, well, so much the better. Taking the action as a gross insult to both her and her house, the leader of the Carrion Queens, Jelena, rallied the entire gang to track down their lost sister and carve a bloody swathe through Ironlords territory to free her – or die in the attempt.

THE IRONLORDS – STANDING HIGH ABOVE IT ALL

Stu: So, I'm initially outnumbered, outgunned and I've got a pair of random tactic cards – this is going to be a tough fight. I'm going to need to rely heavily on the knockback trait of most of my crew's weapons to stop Ben's gangers getting too close to his objective – Ben will be coming to me, so I don't need to worry about

the Goliaths' slow movement speed. And while Ben has the range with things like his lasguns, the scenario's objective forces him to step straight into a killing ground of stub cannons and grenade launchers. Assuming I don't fluff my ammo rolls, of course...



STUART EDNEY

Stu likes Goliaths more than anyone else in the White Dwarf office – will he be able to fend off the Escher assault with a thinned-out crew of gangers?



THE CARRION QUEENS – RIGHT PLACE, RIGHT TIME

Ben: The challenge for this game is going to be getting everyone into position before the alarm is raised – which isn't easy with nine gangers sneaking around under the guards' noses. If I can do that, I should be able to just pick Stu's crew off before he can fight back. And if I can keep them all pinned long enough, Stu won't

be able to both move and shoot back, letting me outmanoeuvre him and keep his Goliaths at arm's length. If I can clear a way to the captive and keep it clear, I should be able to get her (and most of my gang) off the table before Stu knows what's hit him.



BEN HUMBER

Ben's always been one for sneaky, cunning stealth tactics – so the Eschers are a perfect fit for him. Can he lead the Carrion Queens to victory?



BATTLE REPORT

NOTE:

Tap the icons (G) for
Ganger names.





THE SETUP

Stu set up first. He placed the captive at the highest point on the board. Around her he placed two of his gangers, Nox the Ripper and Kruger. If one is taken out of action by sniper fire, there's at least a backup to stop any escape attempts. Stu placed Nox there as his spud-jacker can knock invaders off the tower, and Kruger because his grenade launcher has the range to be able to dissuade Ben from advancing in the open – frag grenades also have knockback, which can throw fighters from walkways. Stu placed his other gangers close by so they can support each other when (rather than if) the alarm is raised. Because of the sentry rules, Stu isn't worried about his champion wandering off on his own.

Ben set up his gang next, keeping them in three groups, each around a champion or leader, letting Ben activate multiple fighters at a time, which will reduce the number of potential sentry activations. Ben placed Brae and Reina on the far side of the battlefield, their long-range weapons letting them easily snipe at Stu's wandering sentries.

KHOTT'S FOLLY

The board was built by the Specialist Games team for Necromunda Gang War, based in part on the cardboard scenery found in the original Necromunda boxed game from 1995 – which may evoke a twinge of nostalgia in veteran readers.

BATTLE REPORT

ROUNDS ONE, TWO & THREE

Stomping back and forth across the walkways of Khott's Folly, the skeleton crew of Ironlords waited for their Guilder contact – while the dimmer members of the group saw it as a vitally important job, Kruger knew a punishment detail when he saw one. At least the captive had long since stopped swearing and trying to break free. Kruger put it down to her screaming herself hoarse over the last few hours, calling her captors every vile epithet under the spire.

The Carrion Queens advanced into Khott's Folly, under the cover of the darkness, unseen by the Ironlords. Each ganger slipped into position, as quiet as a wolf spider on the hunt, putting Ironlords in their sights. All that remained was for Jelena to give the signal to storm the central tower when the Carrion Queens were all in place.

As he patrolled, 'Splitter' Korg was convinced he could see something in the shadows. But he'd been hitting the stim-slug pretty hard in recent cycles – he still had enough of his brain left intact to know the stimms could mess with his senses, so put it down to an especially unpleasant side effect of the combat chemicals.

Bonesnapper was also convinced he could hear something moving down on the dome floor. He decided against investigating, assuming it to be the underhive wildlife – even if he was certain he could hear the glassy clink of chem-tanks...



FIELD OF VISION

After one of Stu's sentries has moved, he can check to see if he's spotted an attacker. An attacker has to be within a sentry's vision arc and within 2D6 inches. If the attacker is in both, there's a chance they'll be spotted – the more an attacker is obscured by cover, the harder they are to spot. For example, an attacker standing in open cover can be spotted on a 2+, while one hidden entirely will only be spotted on a 6.



In the opening rounds, Ben moves his entire gang into position – placing Zarann and Tumala so they can pincer Bonesnapper when he turns his back. (3). Ben elects to keep his fighters just out of sight of Stu's crew until everything is right for him to spring an ambush (4). This takes longer than Ben would like – but one false move and the Ironlords will come crashing down on his crew.



THE IRONLORDS

- L** Skullshank
- G1** 'Splitter' Korg
- G2** Grendel
- G1** Bonesnapper
- G2** Varik
- G3** Brakk
- G4** Nox The Ripper
- G5** Kruger
- G6** Drago
- G7** Rork

THE CARRION QUEENS

- L** Jelena
- G1** Tumala
- G2** Marika
- G1** Nokomi (Captured)
- G2** Zarann
- G3** Rhosinn
- G4** Brae
- G5** Kaiya
- G6** Reina
- G7** Olina

OUT OF ACTION TRACKER
GOLIATH: 00 ESCHER: 00



ROUNDS ONE, TWO & THREE

Stu: There's not much for me to do until Ben sets the alarm off – my crew are effectively running on autopilot until then. And much to my frustration, they all forgot to put their contacts in this morning, as they've failed to spot a single ganger.

Ben: The trick here is going to be getting everyone in position before Stu's crew spot my gang – helped in part by Stealthy Advance, one of my Tactics cards. It lets half my gang (rounding up) make an extra move action before the first round. It'll now be easier to get into place, pin Stu's entire gang in a single volley of fire, waltz in, free the captive and run.

BATTLE REPORT

ROUNDS FOUR AND FIVE

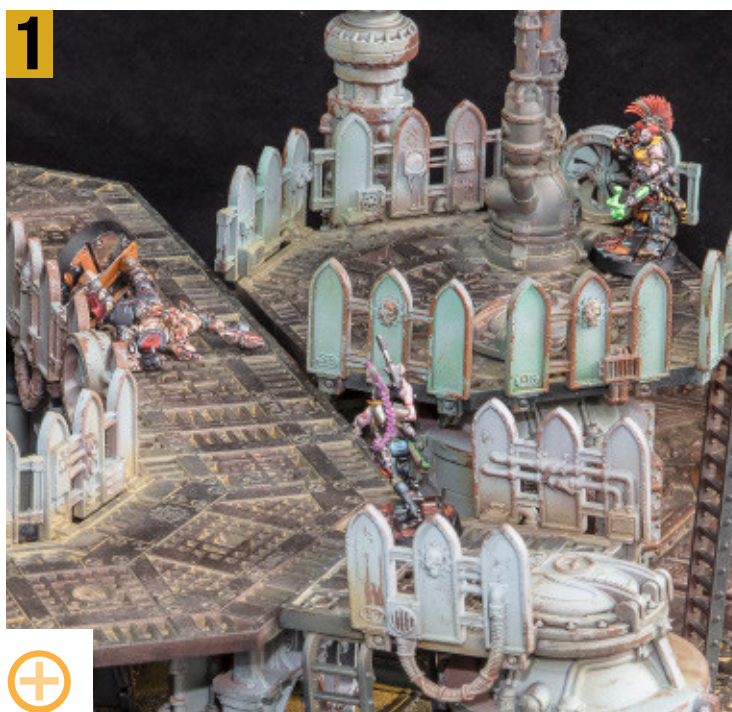
Waiting for the Goliath sentry to turn his back to her, Tumala silently climbed up to the main gantry and doused Bonesnapper with her chem-thrower, seriously injuring the ganger. Zarann moved in to finish him off with her laspistol but somehow missed. A double disaster, as the whip-crack discharge of the shot echoed throughout the whole of Khott's Folly – the alarm was raised!

Hearing that one of her underlings had given the game away, Jelena moved up the ladder, followed by Rhosinn and Kaiya, and shot at 'Splitter' Korg with her bolter. Surprisingly agile, the Goliath hit the deck to avoid the gunfire – only Kaiya's lasgun was able to even scratch Korg.

On the highest platform, Kruger moved to the edge and fired a frag grenade at the group led by Jelena. The resulting blast took Kaiya out of the fight, threw Rhosinn off the platform to the dome floor and left Jelena pinned. But that was the last grenade loaded in the launcher's magazine.

Marika, atop the Thermic Plasma Regulator, took aim at Kruger and shot him with a plasma pistol on maximal overcharge. The shot seriously injured Kruger, but the weapon suffered a meltdown and took Marika out of the fight.

Summoned by the alarm, Skullshank, the leader of the Ironlords, and his champion Grendel arrived in the dome – eager to put the boot in.



With the time for subtlety passed, Ben moves Jelena, Kaiya and Rhosinn up together to take down 'Splitter' Korg (2).

Despite being hit with five shots (including three bolter rounds), Korg is only pinned (3) – the triple ones Ben rolls for his leader's wound rolls cause Ben to groan as he realises the wheels may have come off his ambush. Stu merely laughs (we assume that's what the horrible noise was).



GOING LOUD

Ben set the alarm off with an errant pistol shot – while sneaking in, after every shot an attacker makes, they have to roll 2D6 and add its Strength – if the total is over 10, the loud noise has alerted the defenders to their presence. While a lucky shot or two can render a target seriously injured (and unable to raise the alarm), if they're just pinned, they'll alert the rest of their crew to the enemy's presence on the battlefield.



KNOCK 'EM DOWN

Now able to control his fighters in round five, Stu has Kruger fire a frag grenade at Jelena, Rhosinn and Kaiya. The explosion not only takes Kaiya out of action and pins Jelena, its knockback hurls Rhosinn off the edge of the platform and pins her (far left). While the drop doesn't kill her, it splits Ben's gang up further, as he now has to find a way to get Rhosinn back up top. Ben then plays the ...Click card, causing Kruger's grenade launcher to run out of ammo.

Ben then has Olina pin Korg (left) – otherwise there's a danger he'll charge in the next round.

4



5



ROUND FIVE

Ben: I got greedy trying to remove Bonesnapper from the game. Of course, that set the alarm off – but three rounds of setup mean I have everyone in place to pick off Stu's entire crew in one go. That's the theory at least. Best laid plans and all that...

Stu: Now the fightback begins! Kruger has proven his worth by breaking up Ben's main group at the centre of the board – should 'Splitter' Korg be able to stand up, he's in the right place to put the boot into the survivors. It's not all plain sailing, though – when my reinforcements did show up, I rolled badly and Ben got to choose the board edge they entered from. Flip!



THE IRONLORDS

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

THE CARRION QUEENS

- Jelena
- Tumala
- Marika
- Nokomi (Captured)
- Zarann
- Rhosinn
- Brae
- Kaiya
- Reina
- Olina

OUT OF ACTION TRACKER
GOLIATH: 01 ESCHER: 02

BATTLE REPORT

ROUNDS SIX AND SEVEN

Jelena got to her feet and fired her bolter at 'Splitter' Korg, only to hear the telltale click of an empty clip. Korg, unperturbed by the bolt rounds, jammed a fresh injection of stimm into himself and charged straight into Jelena, cutting her badly with a swipe of his renderizer.

Reina, seeing 'Splitter' Korg howl his victory over the Carrion Queens' leader, charged in and took the Goliath champion out from behind, felling the pain-inured thug with a single punch.

Spotting the fresh wave of Ironlords swarming in to reinforce those guarding the captive, Brae took careful aim with her lasgun and knocked Drago off the gantry to the dome floor.

Unable to pry Kruger's grenade launcher from his unconscious hands, Nox the Ripper instead pulled a frag grenade from his belt and hurled it down onto Reina and Jelena. The blast knocked both to the floor of the dome, lightly wounding Reina and injuring Jelena further. To make matters worse, the Jelena's limp form landed heavily on Rhosinn below, knocking the ganger to the ground, groaning in pain from the impact.

Rork, Grendel and Skullshank slowly made their way towards the sound of gunfire and violence. Skullshank took a hit of stimm to put a spring in his step and ignored the worst of the side effects as he barrelled in.



THE IRONLORDS

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

THE CARRION QUEENS

- Jelena
- Tumala
- Marika
- Nokomi (Captured)
- Zarann
- Rhosinn
- Brae
- Kaiya
- Reina
- Olina

OUT OF ACTION TRACKER
GOLIATH: 02 ESCHER: 02

ROUND SIX

Stu: Stimm-slug stashes (try saying that quickly five times) are an absolute must for any fighter getting up close and personal – it certainly gave Korg the edge. Coupled with the tactic card Unstoppable Behemoth (which negates any injuries caused by one attack, including pinning!), it meant he was all but guaranteed to get a charge in and crush Jelena like a bug – which, to his credit, he managed to do. Yet for all that, he was taken out of the game by a single punch to the face by Reina. Well, at least he didn't have to face the stimms' side effects – but only because being out of action is the worst result of a stimm-slug going awry anyway...



1



Skullshank had gotten turned around in the passageways leading to Khott's Folly – a nightmare warren of maintenance shafts and switchback tunnels – but had finally arrived in the dome, only to find it under attack. Instead of an orderly transfer of slaves, there was a gunfight against the Sump-damned Carrion Queens.

Taking a fresh hit of stim, Skullshank could feel every nerve in his light up – his eyes bulged in their sockets as he charged to join the battle, psychotic aggression blotting out his sanity.

2



ROUND SEVEN

Stu: All credit to Ben for a very cunning use of Group Tactics – it's left him with a pair of fighters up on the top platform to face down one seriously injured ganger and one ganger only armed close combat weapons.

Ben: While the ambush isn't going exactly how I planned it, things aren't over yet – Reina is probably the only thing holding the gang together, as she seems unstoppable! Jelena and her sidekicks were more than a little disappointing, though. Still, I've got two gangers ready to take out the last guard and hopefully free Nokomi – and set me up for a tight victory.



THE IRONLORDS

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

THE CARRION QUEENS

- Jelena
- Tumala
- Marika
- Nokomi (Captured)
- Zarann
- Rhosinn
- Brae
- Kaiya
- Reina
- Olina

OUT OF ACTION TRACKER
GOLIATH: 02 ESCHER: 02

BATTLE REPORT

ROUNDS EIGHT AND NINE

Eager to deal with the interloping Zarann, Nox the Ripper charged and took her out of the fight. Olina attempted to free Nokomi but failed to do so. Kruger recovered from his burns and stumbled about trying and failing to reload his grenade launcher.

Brae took aim and shot Brakk. The las-shot failed to do any harm, but Brakk fell off the ledge, landing flat on his face, which left him at the mercy of Reina, stalking in to deal with him.

Beneath the central gantry, Grendel and Rork charged Rhosinn and Jelena, taking both Escher fighters out of action and leaving the Carrion Queens effectively leaderless.

Tumala stood up and fired her chem-thrower at Skullshank but failed to harm him – in turn, Skullshank stimmed up, charged Tumala and knocked her out cold with a single blow of his power hammer. The nerve of the surviving Carrion Queens was broken and they began to flee.

Sensing a chance to take Reina down, Drago charged her but was woefully outclassed – Reina dealt with him easily, then skulked off. She was joined by Olina, who left Nokomi to her fate.

Brae alone held her nerve – before being knocked on her back by a stub cannon round. She got shakily to her feet, only to realise the rest of the Ironlords were moving in to finish her off...

STIMM-SLUGS

Goliath gangers can equip stim-slug stashes, which allow them to boost their Strength, Toughness and Movement by 2 for a round – and they remove a flesh wound as well. This makes up for the typical Goliath sluggishness and turns fighters with power hammers or renderizers into killing machines. There's a price though – at the end of the round, roll a D6. On a 1 or 2, you roll an Injury dice for the fighter and then apply the result.

With Zarann out of action following an especially brutal charge by Nox the Ripper (pushing her back with the spud-jacker and following up with the brute cleaver, making a mockery of her flak armour), Ben moves Olina to free the captive (1), only to fail the Intelligence check. It seems the rescue attempt is going horribly, horribly wrong.

With Nox the Ripper and Kruger, whose serious injury has been reduced flesh wound, looming over her, Olina's chances of making it out alive are looking slimmer by the second – never mind breaking Nokomi out as well!

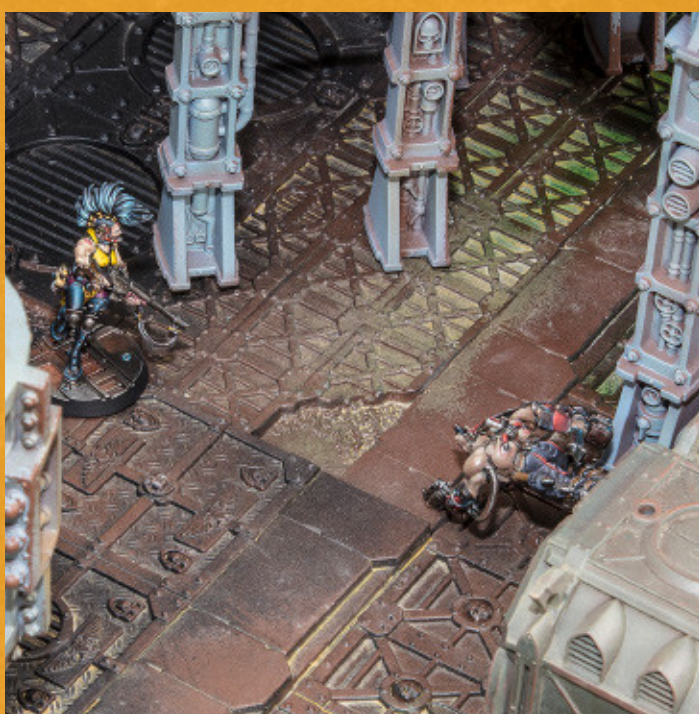
To make matters even worse for Ben (as impossible as that sounds) Kruger has even managed to reload his grenade launcher...

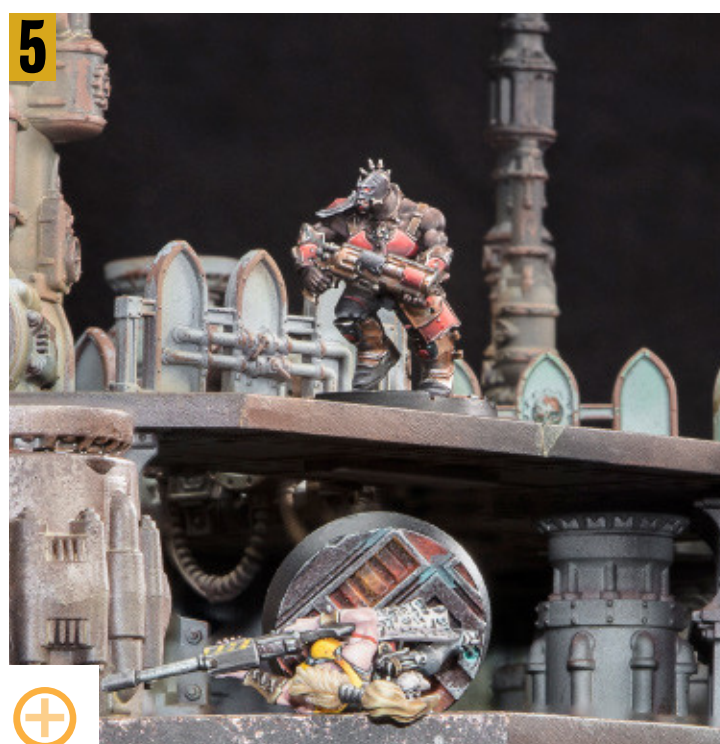


DEADLY HANDS

Reina continues to grow her reputation as the deadliest fighter in the dome by claiming a second victim.

Earlier in the round, Brae managed to snipe Brakk – while the shot failed to wound him, he failed an Initiative test and fell off the gantry, getting seriously injured (Goliaths aren't the most graceful souls). Reina, nearby, moves in to use a Coup de Grace action on the struggling ganger. Despite being armed with a lasgun, it seems Reina prefers to deal with her enemies the old-fashioned way.





CUTTING YOUR LOSSES

It's rare for gangs to fight to the very end in the underhive – even the most maddened Goliath has enough of a sense of self-preservation to know when to retreat to fight another day.

After each round, players make a bottle test if any of their fighters are seriously injured or out of action by rolling a D6 and adding the number of those injured or out-of-action fighters. If the total is more than the size of the crew, there's a chance each turn that fighters will flee the battlefield.

ROUND NINE

Stu: Ben's gang bottling it doesn't mean I can be complacent – they can still fight back, as Reina proved once again, taking down Drago without breaking a sweat. I don't think she ran away, myself – I think she left to look for a real challenge.

Ben: Yep, the plan's really falling apart now – Reina and Olina fleeing (why did Reina have to flee?) means the only fighter left on the field is Brae. Stu seriously injured her with a very lucky shot from a stub cannon, but she recovered at the end of the round – so the circling pack of Ironlords can't just pull a Coup de Grace action on her, at least. It's a small mercy.



THE IRONLORDS

- ① Skullshank
- ⓧ 'Splitter' Korg
- ⑥2 Grendel
- ⓧ Bonesnapper
- ⑥2 Varik
- ⓧ Brakk
- ⑥4 Nox The Ripper
- ⑥5 Kruger
- ⓧ Drago
- ⑥7 Rork

THE CARRION QUEENS

- ⓧ Jelena
- ⓧ Tumala
- ⓧ Marika
- ⑥1 Nokomi (Captured)
- ⓧ Zarann
- ⓧ Rhosinn
- ⑥4 Brae
- ⓧ Kaiya
- ⓧ Reina
- ⓧ Olina

OUT OF ACTION TRACKER
GOLIATH: 04 ESCHER: 08

BATTLE REPORT

ROUND TEN

Brae stood back up, a little dazed from the stab cannon shell, and tried to take stock of the situation. The majority of the Ironlords gang was slowly closing in on her and as near as she could tell, she was the last member of the Carrion Queens in the dome – the others had either turned tail and fled or slunk off to tend to their wounds. Deciding a fighting retreat was the best move, Brae fired at the nearest target, the Ironlords' champion Grendel, but missed the mark.

On the top gantry, with Nox making sure the prisoner was properly secured, Kruger took aim at the last Carrion Queen with his grenade launcher and flicked the selector to a Krak grenade. Gauging the distance, Kruger fired the shot across the dome, striking Brae. The explosive shell breached her flak armour, and Brae was flung to the ground, bloodied and unconscious, ending the rescue attempt.

With no Carrion Queens left standing, the Ironlords checked the bindings on the captive and waited for their Guilder contact to arrive. Victory hadn't been without a cost – bullets aren't free (even the 'second-hand' ones pulled from bodies), plasma flasks for a combi-weapon certainly aren't cheap and more than a couple of the Ironlords would be visiting the nearby Doc for stab wounds, plasma burns and concussion – but it was a victory, which the Ironlords desperately needed. Maybe their fortunes were on the rise...



ROUND TEN

Ben: When it became clear I wasn't going to get Nokomi freed, the game became a case of getting as good a defeat as possible – and it still went completely wrong. After the gang bottled it, I knew I wouldn't achieve much more – and then luck turned even more towards Stu's favour, letting him take out Brae with a Krak grenade.

Stu: I didn't want to get complacent or cocky when wrapping up the game – I had won but I wanted to wipe Ben out entirely, so I surrounded his last fighter to take her out. If it hadn't been Kruger and his grenade launcher, it would have been Grendel and Rork in the next round.



THE IRONLORDS

- 1 Skullshank
- 61 'Splitter' Korg
- 62 Grendel
- 64 Bonesnapper
- 65 Varik
- 66 Brakk
- 64 Nox The Ripper
- 65 Kruger
- 66 Drago
- 67 Rork

THE CARRION QUEENS

- 61 Jelena
- 61 Tumala
- 61 Marika
- 61 Nokomi (Captured)
- 61 Zarann
- 61 Rhosinn
- 61 Brae
- 61 Kaiya
- 61 Reina
- 61 Olina

OUT OF ACTION TRACKER

GOLIATH: 04 ESCHER: 09



Skullshank didn't even bother to watch the former Escher ganger be led off to a new, and presumably short, life as a Guilder pack slave. In truth, he didn't much care about what happened to her – he weighed up the handful of credits he'd gotten for the ganger's sale and was delighted to note it might cover the costs of a fresh recruit or maybe outfitting a member of the gang with a combat shotgun. Red Norstok had gotten a delivery of genuine Goliath-made guns, and the asking

price was reasonable – even before 'negotiating' a discount by backhanding the trader until he spat teeth. Skullshank knew earnings from the Ironlords' rackets and 'services' would be light for the cycle, so they'd need to start shaking down their territories. If he ever wanted to regain control of Hannigan's Sprawl, and maybe even bite into Carrion Queen territory, the Ironlords would need to be armed to the teeth for all-out gang war.

AFTER THE ACTION – HOUSE GOLIATH VICTORY

Ben: What are the chances? But, you know, that could have gone a lot worse. The real turning point, for me, was when Jelena rolled a triple one to wound 'Splitter' Korg in round four – then the rest of the ambush failed to achieve much of much anyway, even in the next round. Then the grenade... If that had missed or Jelena had actually hurt 'Splitter' Korg with her bolter, I'm pretty sure it would have been a different game.

I was chuffed with being able to negate Stu's reinforcements a bit, by dropping them on the far side of the board away from all the action – it meant that about a third of his crew were left by the wayside. In theory. In practice, they seemed to have a fair turn of speed on them. You know, for Goliaths. At least Grendel wasn't able to use his rivet cannon.

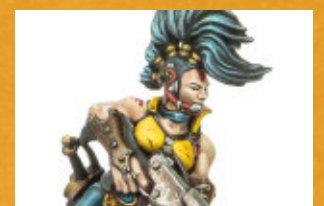
What helped me was that Stu's fighters spent so much of the game on walkways – as lasguns weren't going to wound them, being able to pin them, then force them to take Initiative tests or fall, helped keep Stu's gang at bay for the most part. Especially with Reina waiting at the bottom.

Stu: Well, that went rather well, didn't it? What really helped was that I was on the defensive, which handily negated a lot of the drawbacks of Goliaths, like their slow speed (that inch less of movement makes all the difference) and their inability to traverse ladders without two move actions. By being up high and behind a fair bit of cover meant Ben's own advantage – long-range, relatively precise firepower – was negated for the most part. He really had to fight on my terms. Which on, for example, a Zone Mortalis battlefield would be bad enough – but when almost every ganger is armed with weapons that cause knockback, narrow walkways become an absolute deathtrap. Ben should just be grateful I didn't get to take a ganger with the Hurl skill...

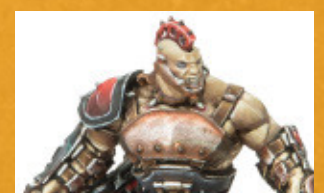
I understand why Ben removed Bonesnapper so early in the game – his combat shotgun was brutal in our warm-up games. Another one or two of those, along with another grenade launcher, would have been lovely, which is worth keeping in mind should we ever run a campaign. Still, I wouldn't mind another skirmish or two – though I'd rather like to be the rescuer next time... 🐼

GANGERS OF THE GAME

Ben: It's got to be Reina – she managed to take more fighters out of action than any other. She may be making a play for leadership of the Carrion Queens before the cycle is out...



Stu: Easy – Kruger. His grenade launcher was worth its weight in gold. He bagged two targets and took apart Ben's hit squad, setting them up to be taken out by Grendel and Rork later on.



ASSAULT ON URDEK

The fourth and final Battle Report of the issue pits the warhost of Craftworld Iyanden against the Dark Angels in a brutal Planetstrike mission. But can Matt's Dark Angels defend the Urdek Refinery or will Michael's Aeldari bring swift and merciless death to them?

Chapter Approved 2017 is out this month and, as you may have read earlier in the magazine, it includes rules for playing Planetstrike missions in Warhammer 40,000. "So what's Planetstrike?" we hear you cry. Well, Planetstrike is a war on all fronts in which the fate of an entire world will be decided. As the attackers prepare to launch a devastating orbital assault, the defenders raise barricades and fortify bunkers before entrenching themselves within the largest and most

heavily armed fortifications they have at their disposal. And then the firestorm begins. Planetstrike involves some of the most brutal assaults you can imagine, and that's why we decided to play a game using the new rules! A Dark Angels strike force has ensconced itself in a refinery on the world of Urdek and is preparing to fight to the death against a wraith construct army of Craftworld Iyanden. If the Aeldari can shatter their defences and gain a foothold on the planet, Urdek will fall...



RECLAIM THIS WORLD FOR THE AELDARI!

Michael: As a long-time Eldar collector, I was really keen to play in this game as it would be the first time we'd used the Craftworld Aeldari in a Battle Report after the release of their new codex. In this game we'll be playing Planetstrike using the new rules presented in Chapter Approved 2017 and the Aeldari will be the attackers. Considering I'll be dropping from the sky to attack a well-defended base, I decided to pick the toughest, most resilient Craftworlds army around – Iyanden. If anything can survive overwhelming firepower, it's wraith constructs.

Preparing for the game was simple – both Matt and I each picked an army using the new Planetstrike detachments (see below) as the core of our force, plus any other detachments

SUFFER NOT THE ALIEN TO LIVE

Matt: I've collected Space Marines in all their various colour schemes for years, so there was no way I was going to pass up the opportunity to fight as the Dark Angels in this Battle Report. I did debate whether to field them or the Blood Angels, seeing as they both have new codexes this month, but in the end settled on the Dark Angels – they're definitely the more defensive of the two Chapters and seeing as I'll be the defending player in this game, it seemed only sensible to pick them!

With four Battle Reports in this issue, we wanted to use a battlefield that was memorable and impressive while still giving me plenty of options for creating a defensive setup. We chucked a few ideas around and, weirdly, Jonathan and Dan came up with the

we could fit within our agreed power levels. We agreed that I could field an army up to a power level of 175, while Matt could field an army of up to 150 power. The defender's army is meant to be smaller in Planetstrike missions, but the defender benefits from being able to set up the battlefield however they wish and take as many fortifications as they want to. You can see the armies we picked over the page.

My plan for this game is simple – to drop loads of Wraithblades and Wraithguard right into the midst of Matt's army (Infantry units deploy as reserves, but can come down anywhere on the board further than 6" from the enemy) and then support them with fast-moving skimmers and larger wraith constructs.

same idea at the same time – the Urdek Refinery board (which was featured for the first time in the October 2012 issue of White Dwarf, in the Battleground article. – Ed). While not strictly a fortification, the refinery was big and impressive and could be equipped with plenty more guns – we decided it would count as a Firestorm Redoubt and a Bastion with a Skyshield Landing Pad on top. I also added a Bastion to the board outside the refinery, a watch tower at the opposite end of the broken bridge and a few barricades to keep the Aeldari out of the refinery and to give cover to my vehicles. We decided to play the first Planetstrike mission in Chapter Approved 2017 – Planetfall. The winner would be the player who held the most objectives by the end of the game.



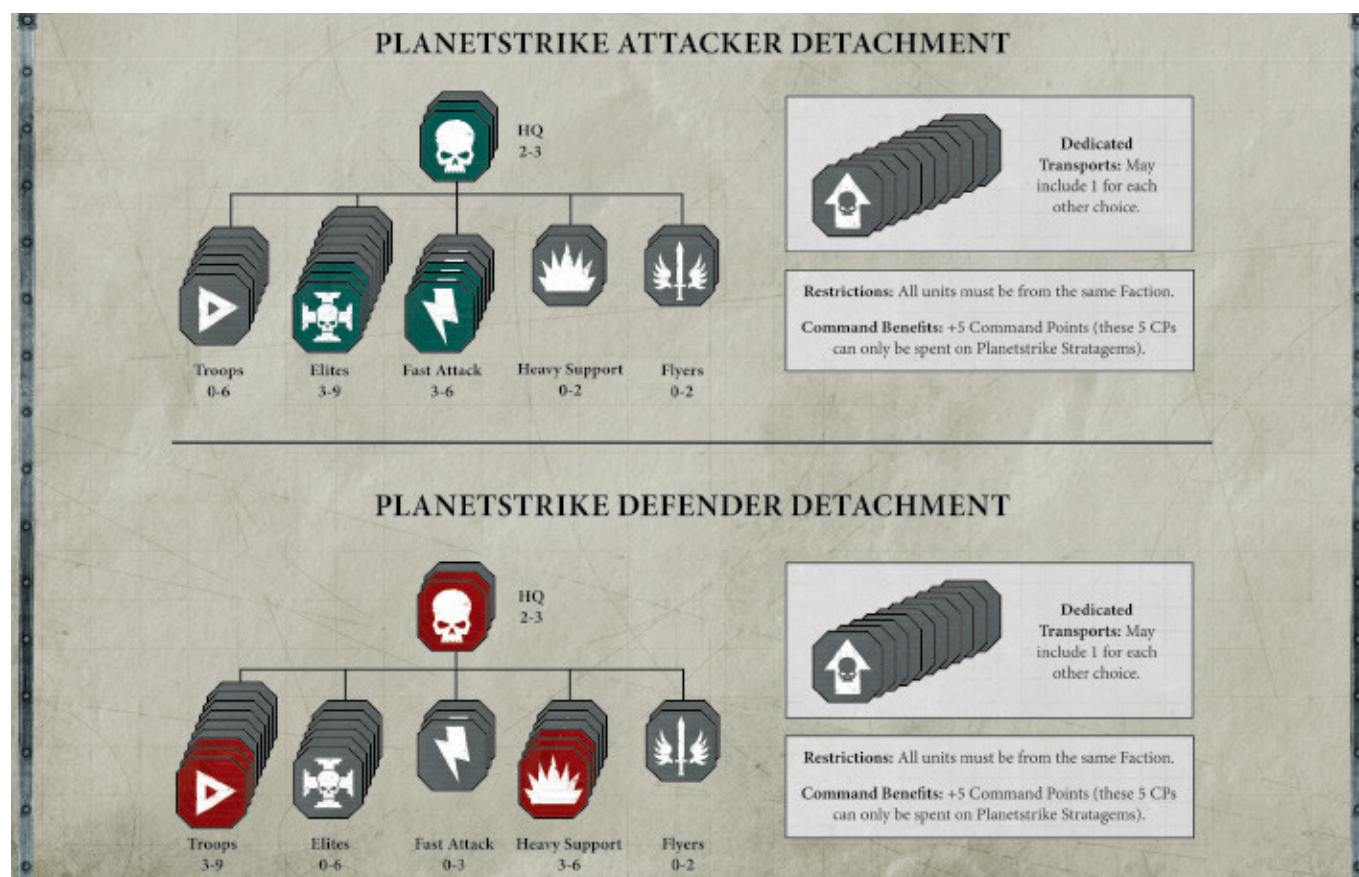
MICHAEL WIESKE

Michael's been playing a lot of Warhammer 40,000 recently and this is his second Battle Report since the new rules came out earlier in the year. But as a fan of Craftworld Alaitoc, will he be able to command an Iyanden warhost?



MATT HUTSON

Matt loves a good Battle Report. Matt really likes Planetstrike. Matt is also pretty keen on Space Marines. On being asked if he'd like to take part in this Battle Report, his first words were: "How many plasma guns can I take?"

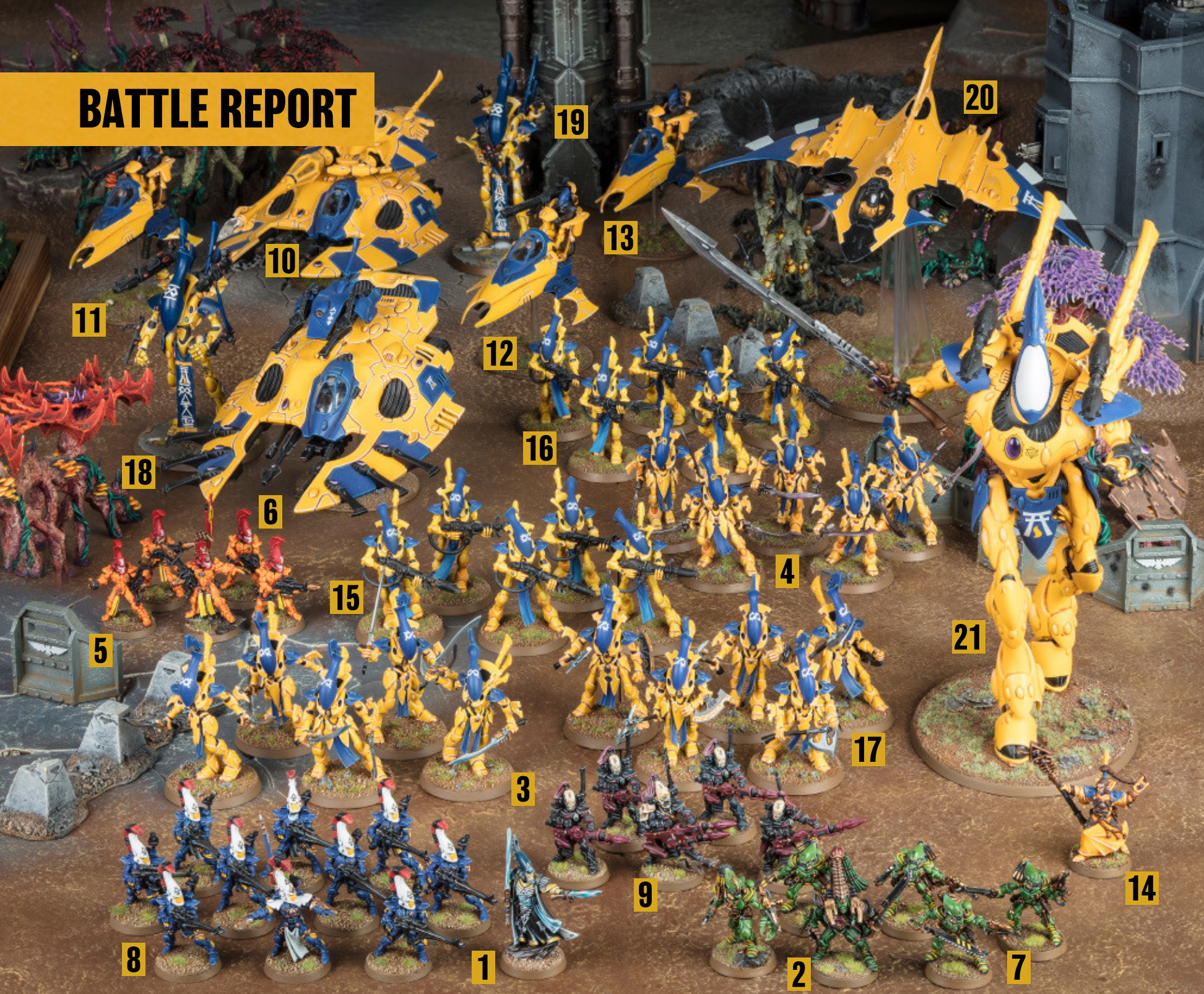


PLANETSTRIKE DETACHMENTS

There are two new detachments available for Planetstrike games, one each for the attacker and defender. The attacker's detachment is based around Elite and Fast Attack units, while the defender's forces make use of lots of Troops and Heavy Support choices.

Fulfilling the minimum requirements for one of these detachments gives you a bonus five Command Points to use during the game, but they may only be spent on Planetstrike stratagems (of which there are 12 in Chapter Approved).

BATTLE REPORT



THE WRAITH ARMY OF IYANDEN

Michael: I would be playing the role of the attacker in this game, so I needed an aggressive and durable army that could survive a close encounter with the enemy and then dish out the damage. I personally prefer a fast-but-fragile Eldar force, but Planetstrike requires taking objectives deep in enemy territory and holding on to them while taking a serious amount of punishment in return. That's why I opted for an Iyanden force.

The core of my army is a Planetstrike Attacker Detachment led by a Farseer (1) and Karandras (2) with plenty of Elite units to fulfil all the detachment requirements. I opted for two units of Wraithblades (3 and 4) to wreak havoc up close, plus a unit of Fire Dragons (5) in a Wave Serpent (6) for taking on bunkers and tanks. A squad of Striking Scorpions (7) join Karandras to cause mischief from the shadows. I also took a unit of Dire Avengers (8) as they're pretty solid in defence (especially when they get charged) and some Dark Reapers (9) to pulverise power armour at long range. I also picked a Fire Prism as it's one of my favourite units in the Aeldari army (10).

POWER LEVEL: 174

I completed the detachment with three Vypers all in separate units (11, 12 and 13). While that may seem a cheeky way to fulfil the detachment requirements, I wanted to get as many wraith construct units in the army as possible and I would need power spare to do so. I also knew that manoeuvrability wouldn't be an issue as most of my units are infantry and therefore eligible to conduct a drop assault into the heart of Matt's army.

So, with power to spare, I created a Vanguard Detachment that includes a Spiritseer (14), two units of Wraithguard (15 and 16) and a third unit of Wraithblades (17), this time armed with ghostaxes and forceshields. Two Wraithlords (18 and 19) and a Hemlock Wraithfighter (20) completed the detachment. But what to spend my last 28 power on? Easy – a Wraithknight (21). Armed with a ghostglaive it can potentially destroy a bastion in a single round of combat! Lastly, I picked my warlord trait and remnants of glory. I gave my Farseer the Enduring Resolve trait (enabling him to deny an additional psychic power each turn), plus the Psytronome of Iyanden, which can super-charge a unit of wraith constructs.



THE DEFENDERS OF URDEK

Matt: My plan for this game is simple – to keep Michael's Aeldari at arm's length, not let him get into combat and to blast him off any objectives before he can consolidate his forces around them. For me, this army is all about guns, lots of big guns.

I started by filling out the compulsory choices for the Planetstrike Defender Detachment. I picked a Lieutenant (1) as my warlord, backed up by a Primaris Librarian (2) to counter any psykers Michael might take. While both of these characters are sturdy warriors, they're not combat monsters – I wanted to keep the power cost low on my heroes so that I could fit more Heavy Support units in my army. Next I picked my Troops – the core of my force. I opted for an Intercessor Squad of ten (3) and two Scout Squads (4 and 5) – one unit armed with sniper rifles, the other with bolt pistols and close combat weapons. Again, these were all relatively cheap choices but are perfect for holding on to objectives. I did purchase one extravagance for my Troops, though – a Repulsor transport (6). Not only does the model look cool, it's covered in guns, which should prove handy against infantry units. The last

POWER LEVEL: 149

compulsory units I needed to take were three Heavy Support choices. I chose a unit of Hellblasters (7) because Dark Angels do like their plasma weapons, a Predator armed with an autocannon (8) and a Vindicator (9). I'll keep these last two safely behind the defensive wall at the back of the battlefield from where they'll be able to fire on the Aeldari without the risk of the attackers arriving behind them.

I picked a fair number of Elite units for my force – Aggressors (10), a Redeptor Dreadnought armed with a macro plasma incinerator (11), Deathwing Knights (12), Deathwing Terminators (13) and a Deathwing Ancient (14). My hope is that they can hold up select units in combat while my gun line kills off any especially nasty targets. I also took a few Ravenwing units – a six-man Bike Squad with an Attack Bike (15) and a Land Speeder (16) for taking objectives last minute. A Nephilim Jetfighter (17) was my last addition to the force. I picked the Heavenfall Blade as a relic for my Lieutenant and the Brilliant Strategist warlord trait, which gives me a chance of regaining command points when I play stratagems.

BATTLE REPORT

THE FIRESTORM

Before a Planetstrike battle, the attacker launches a Firestorm – an orbital bombardment. Each Firestorm attack causes D6 mortal wounds to units and buildings caught in the 3" blast radius. Michael chose to use four of his five Planetstrike command points to bring down extra bombardments for a grand total of 12 Firestorm attacks! Matt, not wanting his units to be blasted to smithereens, used eight of his nine command points on the Targeting Jammers stratagem, enabling him to move several of the blasts. His Scouts and the refinery buildings were still badly mauled.

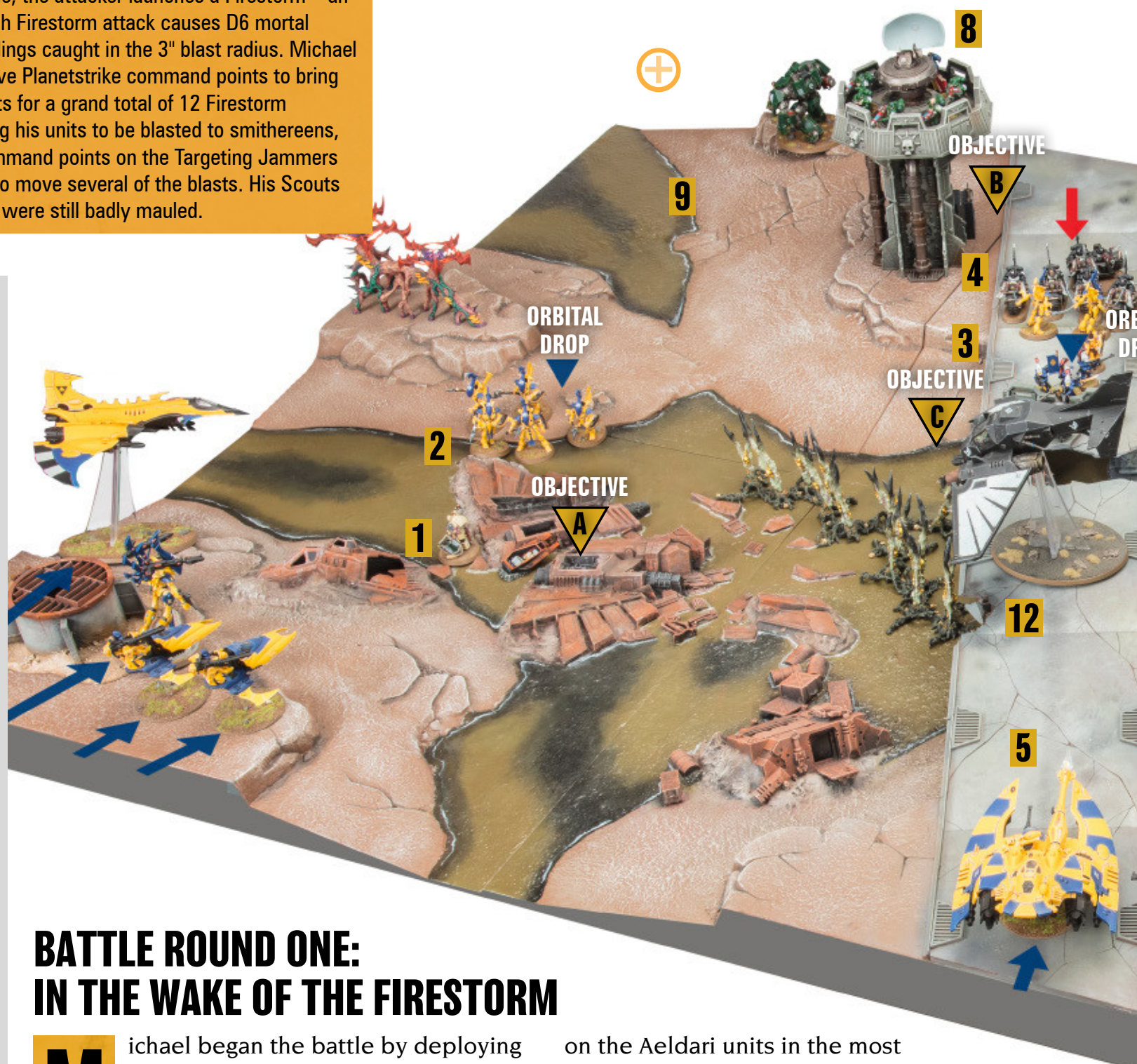
After Matt deploys all of his units, Michael begins his planetary assault with a Firestorm (see above). He then brings on most of his units, with only a few failing to turn up from reserve.

The Wraithfighter, Wraithlord and two Vypers appear in the south-west corner of the battlefield and fire on the Deathwing Knights with their scatter lasers (1). Two are killed (adding to the two that died during the Firestorm), leaving just the Knight Master alive. The nearby Wraithblades (2) fail their charge to finish him off.

Wraithblades, Dire Avengers and a Spiritseer (3) deploy to the bridge. The Wraithblades fail to charge the Ravenwing (4), though the Dire Avengers do thin the squad with shuriken fire.

The Fire Prism and Wave Serpent arrive on the southern board edge (5) and kill two Deathwing Terminators (6).

The Wraithguard drop onto the battlefield behind the refinery wall (7) and cripple the Vindicator but are obliterated in turn by the Hellblasters (8) overcharging their plasma incinerators.



BATTLE ROUND ONE: IN THE WAKE OF THE FIRESTORM

Michael began the battle by deploying almost his entire army from reserve. The Rapid Drop Assault stratagem ensured that three of his units arrived automatically without a reserve roll. "I wanted to pick off as many of Matt's units as I could early on," says Michael. "The plan was to kill off those units damaged by the Firestorm – the Deathwing Knights in particular – and then consolidate around the objectives to prevent Matt taking them back. I took the bridge easily and was quickly contesting objective D on the Bastion, but that last Deathwing Knight just wouldn't die and I made a terrible tactical error with the Striking Scorpions. I thought they could take on the Redeptor, but they refused to charge and were smashed apart in response. The Wraithknight caused a suitable amount of damage, though, so I was happy!"

Matt responded by concentrating his firepower

on the Aeldari units in the most threatening positions. "Michael had some really bad luck with his charge rolls in his first turn," says Matt, "so I needed to capitalise on that quickly. I picked on the Wraithguard on the refinery wall first as they were already becoming a nuisance. I supercharged the Hellblasters' plasma incinerators (the Dark Angels' Grim Resolve ability allowed me to re-roll 1s to hit if they didn't move, so there was little risk of losing any of them) and sorted those wraith constructs out very quickly indeed. The rest of my shooting took wounds off here and there, most notably with the Redeptor killing the Striking Scorpions and the Nephilim almost killing the Fire Prism, but sadly little else died. The Deathwing Terminators and Aggressors did maul the Wraithknight in combat, though, but still only took half its wounds."



Karandras and the Striking Scorpions appear in the north-west corner of the board but are killed by the Redeptor Dreadnought (9).

The Wraithknight arrives and smashes apart the Bastion on the southern board edge (10). The Aggressors inside survive (Matt uses the command points he's regained from his warlord trait to keep them alive) and shoot the Wraithknight before charging it alongside the three surviving Terminators. They cause nine wounds between them but the Aggressors are then crushed beneath the Wraithknight's feet.

The Repulsor (11) fires all of its guns at the Wraithknight and does a single wound!

The Nephilim (12) descends from the Skyshield landing pad and blasts the Fire Prism with lascannons and missiles, reducing it to a pitiful three wounds.

The Land Speeder and Predator (13) fire at the Wraithblades and Dire Avengers on the bridge before the Ravenwing charge in. "That might have been a stupid move," says Matt as his bikers get bogged down in combat.



BASTION DESTROYED!

Michael: My plan with the Wraithknight was to go on the offensive immediately and destroy anything in its path. I did consider attacking the Deathwing but they had a lot of power fists in the unit and I didn't want to lose my most valuable asset to them. Instead, I shot the Deathwing and charged the Wraithknight into the Bastion on the southern board edge. I honestly didn't realise how powerful the Wraithknight was! It inflicted 24 wounds on the Bastion, reducing it to rubble, but sadly not killing the Aggressors inside.

BATTLE REPORT

BATTLE ROUND TWO: MUTUALLY ASSURED DESTRUCTION

The second battle round saw even more Craftworld units descend from the sky. Following the death of Karandras, Michael vowed to kill the Dreadnought. "It really needed to die," says Michael. "I brought down more Wraithguard to deal with it and they were almost wiped out when Matt used the Auspex Scan stratagem to fire his Hellblasters out of sequence. Then I shot the Dreadnought with the Vypers but they did nothing. I gave up and concentrated on the main fight instead, where my grav-tanks wiped out the Deathwing (shuriken weapons which roll a 6 to wound get -3AP) and the Wraithknight destroyed the Repulsor with ridiculous ease. I was also really impressed with the Wraithfighter, which killed the Nephilim in a single volley. Okay, so I got a little help from a command point re-roll, but I was really impressed with how much damage it can do to vehicles."

Having taken heavy casualties in Michael's turn, Matt's army was now starting to look a

little small. "I think I messed up deploying the Deathwing so far out," says Matt. "My plan was to get them stuck in as quickly as possible and hold up the Aeldari units so they couldn't move, but the Terminators just died instead. This turn my only goal was to kill the Wraithknight – if it reached the refinery it could destroy the Firestorm Redoubt section, which had already taken damage from the Firestorm at the start of the game. I fired nearly every gun I had at the Wraithknight and finally (but only just) managed to kill it. Then it exploded and almost killed my commander – that could have been embarrassing! The Hellblasters and Redeptor earned their keep again by wiping out everything that came near them on the western board edge. Those two units together are a fearsome combination."

OBJECTIVES

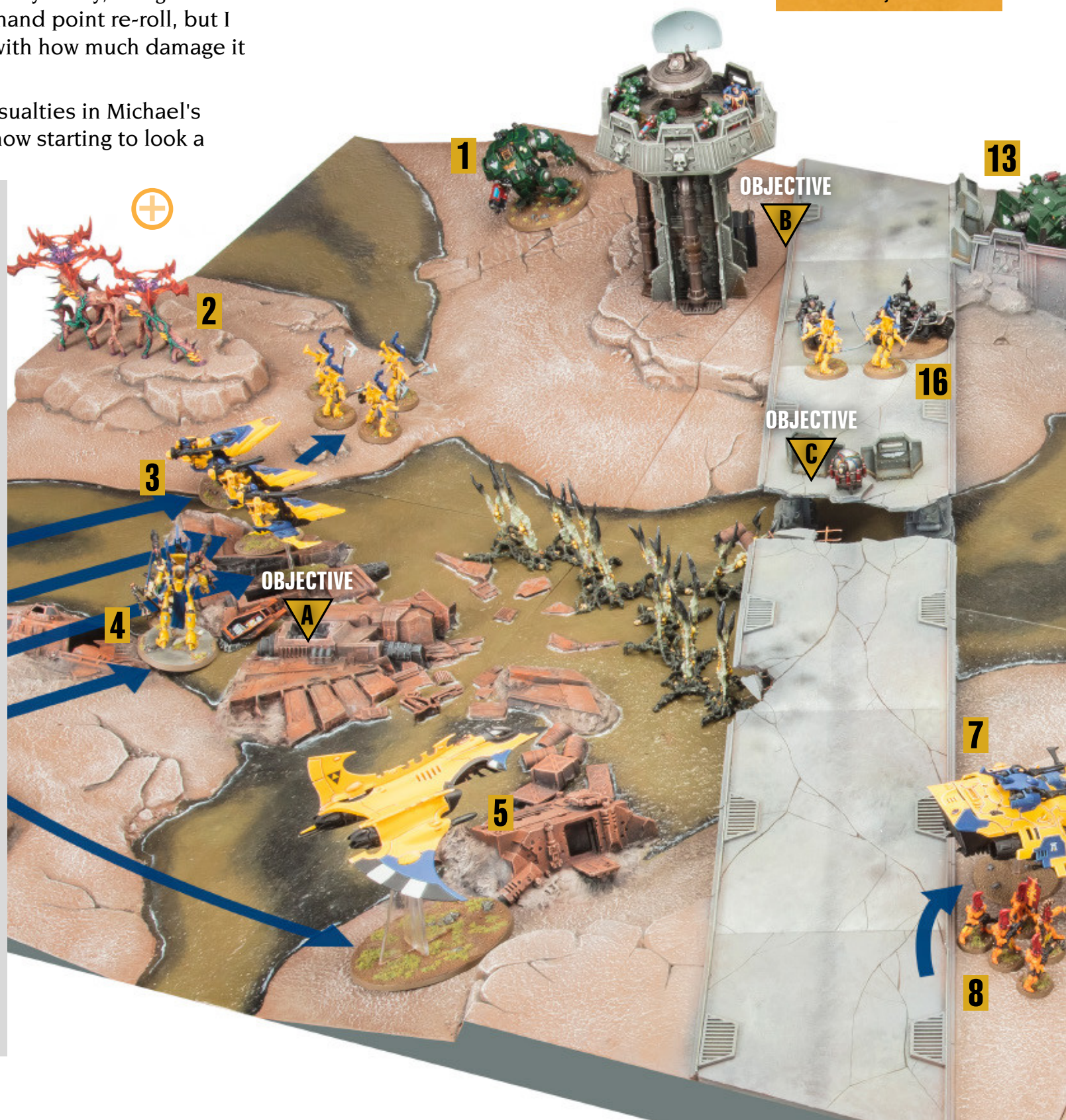
In most Planetstrike missions, victory points are awarded at the end of the game for objectives claimed. In this battle there were six objectives scattered across the battlefield and Michael made it his mission to capture as many of them as he could early on and then hold on to them. He would only need one model to hold each, after all (as long as Matt had no units nearby, of course). By the end of his second turn, Michael only had objective A secured but two were within his grasp. Matt held two objectives.

Five Wraithguard deploy to the battlefield in front of the Dreadnought (1) intent on killing it with their D-scythes. However, Matt plays the Auspex Scan stratagem and gets a free shot at them with the Hellblasters, killing four! The Librarian casts Smite and kills the last one in Matt's turn.

A unit of Dark Reapers (2) deploys to the battlefield on the western edge. They fail to kill any Hellblasters with their starswarm missiles (much to Michael's disgust) and are in turn annihilated by the Redeptor's macro plasma incinerator.

A third Vyper joins the assault (3). All three fail to damage the Redeptor Dreadnought.

The Wraithlord assaults the Knight Master (4) and fails to kill him, taking three wounds in return.



NONE SHALL STAY OUR WRATH

Michael: The Wraithknight had lost just over half its wounds in the first battle round of the game and I knew it was unlikely to survive another. Because it has the Unstoppable Revenant rule, I was able to move it out of combat with the Deathwing, shoot them as it walked away (killing one) and then charge the Repulsor. Because of the Iyanden attribute Stoic Endurance, the damage the Wraithknight had already taken did not affect its ability to hit the tank. Once again it caused 24 wounds and smashed the tank to bits.



The Wraithfighter (5) targets the Nephilim with its heavy D-scythes and blows it out of the sky. It explodes and causes two wounds on the Fire Prism (leaving it with one remaining). The Fire Prism wounds the Deathwing Ancient, but is then destroyed by the Predator (6).

The Wave Serpent (7) kills the Deathwing Ancient, while the Fire Dragons disembark and finish off the Terminator squad (8).

A second Wraithlord joins the fight (9) and thins the ranks of the Intercessors on the refinery (10).

The Dire Avengers on the bridge target the Hellblasters in the tower and kill one of them. They are then fired upon by the lone Scout (11) in the refinery (his squad mates were killed during the Firestorm), the Land Speeder (12) and the Vindicator (13) are wiped out. The Spiritseer is killed by the sniper Scouts on top of the Skyshield Landing pad.

The Wraithknight leaves combat with the Deathwing Terminators (see the box-out above left) and charges the Repulsor, destroying it. The Wraithknight then comes under fire from the refinery's weapon emplacements, the Icarus lascannon turrets causing seven wounds (14).

Ironically, despite the firepower the refinery brings to bear, it's the Intercessors (15) that finally kill the Wraithknight with sustained bolt rifle fire. The wraith construct suffers a catastrophic collapse, the resulting explosion causing four mortal wounds on the Wave Serpent, five on the Wraithlord, three on the Dark Angels Lieutenant and five on the Intercessors that destroyed it!

The Wraithblades carve through two Ravenwing bikers, but the Dark Angels stubbornly hold their ground (16).



BATTLE REPORT

ACTIVATE THE PSYTRONOME

Michael: By this point I'd failed to kill the Redeptor several times. I was not going to fail again. My Farseer arrived from reserve and cast Doom on it (enabling me to re-roll to-wound rolls) before charging the Redeptor along with a unit of Wraithblades. Then he activated the Psytronome, an Iyanden artefact that, once per game, doubles the attacks characteristic of wraith constructs within 6" of the bearer. The Wraithblades did 14 wounds on the Redeptor with their ghostaxes, killing it outright. Finally!



BATTLE ROUND THREE: WHERE EVERY SHOT COUNTS

With his attacking force now in tatters, Michael knew he had to kill off Matt's most powerful units if he was to take and hold the objectives. "I started by dropping a unit of Wraithblades onto the top of the refinery to claim objective F," says Michael. "I then targeted the Intercessors and I was pleasantly surprised when I killed all of them with the Wave Serpent and the Wraithfighter – that flyer is deadly. I needed to kill the Lieutenant to deny Matt objective E, though, and that last Scout was still alive, which meant the Firestorm redoubt was still able to fire on any unit rather than just the closest one. Sadly I just couldn't kill either of them, though the Lieutenant was now down to just one wound. So close! I did kill the Redeptor, though, and that last Deathwing Knight, which cheered me up considerably. Things were looking up."

Matt's turn was even shorter than Michael's.

With only 11 Dark Angels models left on the table and three objectives now in Aeldari hands, he would have to work hard to take them back. And he did. "I started by targetting the Wraithblades that killed my Dreadnought, if only to get revenge," says Matt. "The Vindicator killed two of them but the Hellblasters finished off the unit. I could then send the Librarian downstairs to finish off the Farseer next turn and take objective B. The Wraithfighter I killed off with one of the refinery's lascannon arrays, but the other failed to kill the Wave Serpent – spirit stones are a brilliant upgrade if you have a Craftworlds army but really annoying if you're fighting against them. The star of the show this turn was the Land Speeder, which gunned down the Fire Dragons. I expected it to kill a few of them, but I got all five, including the Exarch. Ravenwing can shoot!"

CRAFTWORLD UPGRADES

Before the game, Michael picked two upgrades for each of his grav-tanks – spirit stones and a crystal targeting matrix. The spirit stones enabled him to ignore any wound on a roll of a 6, which kept his Wave Serpent in the fight long after it should have died, much to Matt's frustration. The crystal targeting matrix enables an Aeldari vehicle to ignore the penalty for firing a heavy weapon after moving as long as it fires at the closest target – that's why the Deathwing died so quickly!



The Wraithblades and Farseer assault the Redeptor, destroying it. The Wraithblades are then wiped out by the Vindicator and two of the Hellblasters, leaving the Farseer (1) dangerously alone.

The Wraithlord (2) finally kills the Knight Master and is then shot by the other two Hellblasters, reducing it to just three wounds.

The Vypers (3) fire at both the Dreadnought and the Hellblasters, but only succeed in wounding one Space Marine.

The fight on the bridge continues (4) with both sides now down to a single fighter.

The Land Speeder (5) sneaks up behind the Fire Dragons and blasts them apart with its assault cannon and heavy bolter.

The Wave Serpent and the Wraithfighter destroy the Intercessors (6). The Wraithfighter, now under the walls of the refinery, is shot at point-blank range by the Icarus lascannons (7) and pitches into the water.

The Predator (8) fires its guns and wounds the Wraithlord (9) but fails to kill it.

THEY'RE BEHIND YOU!

Matt: Michael had completely forgotten about the objective on the landing pad and when he did notice it he only had one unit left that could deploy to secure it – Wraithblades. They slaughtered the poor Scouts on the landing pad easily but then faced the dilemma of whether to descend the tower and give up the objective or hold the objective but play no further part in the battle as they have no guns. In the end, Michael kept them on the objective, though personally I would have moved them down. Chopping is always more fun.



BATTLE ROUND FOUR: A LAST-DITCH ATTEMPT AT VICTORY

Michael discharges the Wave Serpent's force shield at the Land Speeder and misses it, but does a couple of wounds with its shuriken cannons (1). Knowing the Wave Serpent will get shot if it doesn't get into combat, Michael charges it into the Land Speeder, forgetting that the Space Marine vehicle can fly away in Matt's turn. The Wave Serpent barely scratches the skimmer's paintwork before the Ravenwing pilot flies the Land Speeder up onto the bridge to take objective C at the board centre.

The Wraithblade on the bridge finally kills the last Ravenwing biker and is then blasted into chunks of wraithbone by the three remaining Hellblasters in the watch tower (2).

The Primaris Librarian descends the tower to claim objective B and finds the Farseer waiting for him (3). The Farseer easily nullifies the Librarian's psychic powers (he uses both Trephination and Smite) and, protected by Fortune (enabling Michael to ignore wounds on a 5+), isn't even wounded when the Librarian charges into combat. In return, the Farseer causes three wounds on the Librarian with his witchblade.

With Michael holding three objectives to Matt's one (and with two uncontested), it looked like the game could be in the bag for the Eldar. But Michael wasn't so sure. "I held more objectives, but Matt still had a fully operational Firestorm Redoubt," he says. "That building can kill a unit a turn, so I'd be lucky to hold the objectives I had. So I decided to try and take the two uncontested ones on the bridge and beneath the watch tower. I directed all my fire on the west flank at the Vindicator but failed to kill it, though I did manage to kill a third Hellblaster. Crucially, the Wraithlord near the refinery failed to wound the Lieutenant with its bright lance even after I used a command re-roll. I charged the Land Speeder in the vain hope that it would keep the Wave Serpent from getting shot."

Matt, of course, had other ideas. "Land Speeders, just like Wave Serpents, can fly, so they can flee from combat and still shoot," says Matt. "So I zoomed it away, leaving the Wave Serpent once more in front of the Icarus lascannons. I was pretty confident I'd destroy it with one battery, so I fired one set of lascannons at the Wraithlord and killed it (before it could shoot at my Lieutenant again). Then I fired the other battery at the Wave Serpent but somehow didn't wreck it! I did 12 wounds and it had nine left, but Michael negated just enough of them with spirit stones to keep it alive. Fortunately, I still had the Predator, which finished it off. I also brought the Librarian down from his tower to stop the Farseer claiming objective B, but annoyingly the Farseer's Fortune-boosted rune armour kept him alive."



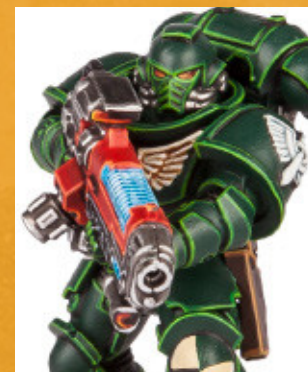
BATTLE ROUNDS FIVE & SIX: THE FATE OF URDEK IS SEALED

The Eldar were now running scared from the Dark Angels' guns, but there were also pitifully few Space Marines left alive. "I tried to take down the Land Speeder with the Vypers, but they just couldn't kill it," says Michael. In return, the refinery's guns blasted apart one of the Vypers, while the Predator took out a second. The Farseer, however, was still holding out against the Librarian. "It was so funny," says Matt. "Neither of them could hurt each other, then I remembered the Librarian had a pistol and that he could fire it in the shooting phase. So I shot the Farseer at point blank range and wounded him. Sadly, that seemed to make him angry and he killed the Librarian shortly afterwards." Michael then ran the Farseer behind the watch tower, a move described by Matt as 'cowardly'. "I had to keep him alive to hold the objective and he was staring down the barrel of a demolisher cannon," says Michael. "It wasn't enough, though – Matt moved the Hellblasters to the bottom of the tower to claim objective B, which, along with the one on the bridge and the one on the refinery, gave him three. I only held two – the escape pod and the landing pad. It was a hard-fought victory for the Dark Angels, but Matt did claim it in the end."

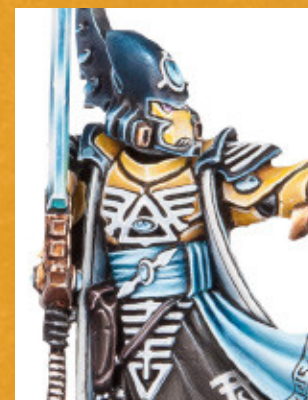


MODELS OF THE MATCH

Matt: It has to be the Hellblasters – they are devastating! Combined with the Grim Resolve ability from being Battle-forged, not a single one overheated. Reliable, super firepower – I need to paint some.



Michael: The Farseer. He arrived late in the game but helped bring about the death of the Redemptor, killed the Primaris Librarian in an epic duel of mind and body and would have held on to an objective if it hadn't been for the Hellblasters stealing it from him.



WHEN THE SMOKE CLEARED AND THE RUBBLE SETTLED

Michael: Honestly, I am amazed at how much died in that game – it was a bloodbath! By the third battle round both of our armies were battered. I think I vastly underestimated the power of your fortifications and I should have put every Firestorm attack at the start of the game into destroying the Firestorm Redoubt part of the refinery. I just didn't consider it to be a threat and focused too much attention on your units. I also really regret having the Wraithblades take objective F on top of the landing pad, but they were all I had left. Well, them or my Farseer. I should have put a unit with guns up there, then I could have shot down at you without fear of being shot in return.

Matt: I think we both learned a lot from this game. My big mistake was putting the Aggressors and Deathwing so close to your lines. I didn't think the Wraithknight would destroy the Bastion so easily and once that fell I had no protection. I also shouldn't have tried to hold objective A on the crashed ship. I should have let you have it right from the start and concentrated on holding the other closer objectives. Saying that, the Knight Master was a awesome – he was like a mini

Lysander!

Michael: He was surprisingly resilient. You made, what, 12 saves in a row for him and you only needed to fail one for him to die? On that note, I think I put too much emphasis on combat Wraithblades when I should have taken Wraithguard instead. I reckon their guns would have done more damage.

Matt: Perhaps, but you were so unlucky in the first turn with your charges. I reckon you'd have felt differently if your Wraithblades had got into combat rather than getting shot. I think you should have used more of your command points early on to re-roll those charge rolls.

Michael: Oh yeah, command points! Your Lieutenant's warlord trait is so good! I genuinely felt out-strategised for the whole game, which I guess is the point when fighting Dark Angels.

Matt: You did make a couple of silly moves, though. The Striking Scorpions at the start?

Michael: We will never mention that again. I still feel sad about that – poor Karandras. His armour must now lie in the rubble of Urdek until another great warrior finds it. ☠

BUILDING YOUR DECKS

Warhammer Underworlds is the game of endless battle in the Mirrored City of Shadespire. Here, we take a look at deck building and how you can use your objective and power decks to augment your tactics and maximise the effectiveness of your warbands.

Warhammer Underworlds is unusual for a Games Workshop game in that it requires you to build two card decks before you play a game – your objective deck and your power deck. Your objective cards are how you win a game – complete your objectives and you'll score many glory points. Power cards help you to achieve victory through the use of cunning ploys and powerful upgrades.

Figuring out what cards to take in each game can be a bit of a head-scratcher. Not only do you need to find cards that support and enhance the abilities of your warband, you also need to make sure they complement your playing style and, when you become more experienced, help you counter the tactics of your opponents. But what makes a good Warhammer Underworlds deck? Well, there are quite a few factors to consider, so we decided to take a closer look.

FIGURE OUT YOUR PLAYING STYLE

One of the first things you'll need to do when playing Warhammer Underworlds is figure out your playing style. Do you like to steamroll your warriors into battle looking for a good fight, gaining glory through kills, or are you more about taking objectives? Perhaps you prefer a combination of the two. Of course, your playing style may depend entirely on what warband you take – Garrek's Reavers, for example, were born for close quarters mayhem, but they are also extremely fast in the game, making them ideal for outmanoeuvring the enemy and taking objectives. Really, no warband is confined to a particular role and you may find yourself fielding the same warband as someone else (the models never change, after all) but with entirely different decks of cards. Here we look at different ways of building your decks and suggest some useful cards and combinations.

WARBAND SYMBOLS

Every objective card and power card has a warband symbol in the top right corner, indicating which warbands can make use of the card. Most will feature the universal Shadespire symbol, shown below, which means that any warband can use that card. Other cards will feature a warband-specific symbol, such as a Deathrattle skull, a hammer for the Stormcasts or a pair of orruk choppas.

WHAT'S THE SITUATION?

No two games in Warhammer Underworlds are ever the same and it's a cunning player that can tailor their decks to deal with any situation. It's likely you'll have a preferred tactic in mind – say, kill the enemy or take objectives – but what happens when the enemy tries to stop you doing that? How will you stop them from stopping you? There are many play and upgrade cards that are beneficial in this regard –

Confusion is an excellent card that enables you to swap the positions of two adjacent fighters, while Terrifying Howl and Terrifying Screams are great for nudging the enemy either out of the way or into harm. Arguably the best counter-card, though, is Steelheart's upgrade – Heroic Stride – which enables you to push him a hex if the enemy moves within two hexes of him. You can move him into range to attack, stand him on an objective or just counter anything the enemy does – very handy!



SMASH 'EM UP, LADZ!

The main strength of the Ironjawz is dishing out lots of attacks, but you can only let each fighter charge once per action phase. So you need to find ways of making the enemy come to you – standing on the objectives they want to take is a pretty sound tactic. Try using cards such as the Distraction ploy to push an enemy into a hex next to you, then hit them without wasting a charge action. 'Avin' a Good Time and

Kunnin' but Brutal (both Ironjawz-only ploy cards) are also handy in this respect, granting you an opportunity to make a free attack without using an activation (Good Time) or making an attack after a move action instead of a charge (Brutal). 'Eadbutt – an upgrade card specifically for the leader, Gurzag – is also devastating. Employed at right time, it can stop a model from being activated for an entire action phase. That's pretty mean if it's the last fighter your opponent has on the board!



PLAY TO YOUR STRENGTHS

One way to build your decks is to play to the strengths of your warband's fighters. For example, Steelheart's Champions are extremely tough in defence – they each have lots of wounds and use Block (🛡️) when defending, the better of the two types of defence. When they're Inspired they become even tougher to hurt. You could easily build a power deck around these strengths, boosting them even further. Great Fortitude is the simplest example of this, enabling you to upgrade one of your warriors with an extra wound, while the ploy card Fortify makes a fighter virtually unkillable as long as they're defending an objective. Playing to the defensive strengths of the Stormcasts, you could also build an objective deck that revolves around taking and holding objective tokens. Two or three Hold Objective cards are a good start, generating quick and easy glory points that you can then play to upgrade your fighters. Get Shield Bash into play on Angharad and your opponents will never shift her from an objective again!

COMBAT YOUR WEAKNESSES

So you can play to your strengths, but what about combating your weaknesses? Do you ignore them or do you do something about them? The Sepulchral Guard, for example, have a lot of fighters – a great strength – but

they are notoriously slow, making it difficult to reach an enemy or take objectives. So you could build your power deck to combat those weaknesses – load up on cards such as Great Speed, Legendary Swiftiness and Sprint and (specific to the Deathrattle) Danse Macabre and Frightening Speed. Suddenly those skeletons aren't as slow as they first appeared. Combine that with the Sepulchral Warden's ability to move two warriors with one activation (three if you get the Ancient Commander upgrade into play on him) and you can potentially move your entire warband – all seven of them – in the four activations of one action phase. It's an extreme example, but tactics like this can make taking objectives (or scoring objective cards such as March of the Dead where you need to move all your fighters) very easy.

Another example, perhaps. A weakness of the Bloodreavers is that several of them need to roll the Fury symbol (X) for their attacks to hit, which makes them pretty inaccurate in a fight. Khorne Calls and Frenzy (a ploy and an upgrade, respectively) give you an extra attack dice (that would be four or even five for Karsus the Chained). Total Offence is also a great offensive upgrade, giving your warrior an extra two attack dice. Imagine all those power cards combined...

A DECK WITH PURPOSE

A good power deck will be one that helps you to complete the objectives on the cards in your objective deck, be that by boosting your warriors in combat or enabling them to win by more nefarious means. The difficulty is building a deck that you can make use of no matter what order you draw your cards in as you want to avoid a do-over (discarding a hand of cards and drawing new ones) at the start of the game if at all possible. Remember that you can have more than 20 cards in your power deck, giving you more choice, but at the cost of making the cards you really want less likely to be drawn.



CHANGING DECKS

A point of contention in the White Dwarf bunker is when, exactly, to swap out cards from your decks to try new combinations. Martyn tends to play the same deck several times against different opponents with different warbands to see how it fares. On the other hand, Dan changes a card or two after most games. We've found that you can only really understand a deck once you've seen how all your cards interact with each other in a range of situations. It may be that a card like Endless Slaughter proves useless in most games, but it might just be the card that wins you your next battle.



CREATE A VERY POWERFUL, VERY EGGY BASKET

You've heard the phrase 'putting all your eggs in one basket', yes? Well that's certainly a valid tactic in Warhammer Underworlds. You take one (maybe two) fighters and turn them from something ordinary into something extraordinary. A great fighter to do this with is Gurzag Ironskull, leader of the Ironjawz warband – naturally a very powerful fighter, with a few upgrades he can become unstoppable. The Waaagh! upgrade lets him kill even a Stormcast in a single attack when he charges, while Scrag 'Em means he gets double support from one warrior, meaning he'll hit enemy five out of six times when you roll the dice! Stick Unkillable, On your Feet and any card that gives +1 Wound in your deck and your opponent will be hard pressed to kill Gurzag as he smashes through their warband. With that tactic in mind, you can build your objective deck – cards such as Biggest an' da Best (score a glory point if Gurzag takes out an enemy fighter) are almost an inevitability, while Punch-up, Good Scrap, Scent of Victory and Brawl are all great scoring cards for orruks as they revolve around getting into combat and hitting something.

IS IT US OR THEM, OR US AND THEM?

When building your decks you should consider whether you'll react to the actions of the enemy or whether you'll focus solely on your own tactics. There are plenty of ploys and upgrades in Warhammer Underworlds that can really throw your opponent off balance and ruin their tactics. Shardfall is a good example of this as it enables you to block off one hex for an action phase. The Shardcaller upgrade is also nasty as it enables you to swap objective tokens around, denying them to your enemy and, possibly, granting them to you instead if you are also going for objectives. Another ploy that's bitterly cruel but still amusing is Daylight Robbery, which lets you steal one of your opponent's unspent glory points.

Sticking to your own tactics, though, can be a very strong way of playing, but you'll need to build focused decks to ensure that you score enough glory points regardless of what the enemy throws at you. If you're aiming to take objectives, for example, you could put all five Hold Objective cards in your objective deck, along with a couple of Tactical Supremacy cards, Supremacy (hold any three objectives), Seize Ground or, if you're playing as the Sepulchral Guard, Claim the City, where you need to hold every objective.

IT'S ALWAYS WISE TO SYNERGISE

One of the most rewarding aspects of Warhammer Underworlds is finding ways to combine the abilities of your fighters with upgrades and ploys. In this example, the Sepulchral Guard are about to take on the Ironjawz in combat, which could go badly for them if they fight using only regular attack actions. But Deathrattle players have access to the Ceaseless Attacks ploy. You'll notice that the Harvester

has been placed at the front of the assault where he can hit all adjacent enemies with his scythe. That's the time to play Ceaseless Attacks, giving you a 'free' attack on the enemy. The Sepulchral Warden has been positioned in such a way that he can attack, too (his spear has a range of two hexes – never forget that!) and hopefully finish off a wounded warrior. If he fails, the ploy The Necromancer Commands is a useful one to have on standby, enabling you to re-roll the attack dice.



THE ONE-MAN KILLING MACHINE

When using a Bloodreavers warband you have to go on the offensive all the time to earn the most glory points. If you pick the right objectives – such as Coward, Blood for the Blood God! and It Begins – you can rack up a lot of glory points quickly and spend them just as fast. One way to spend them is to upgrade a single fighter to turn them into a monstrous killing machine. Blooded Saek is a great

candidate for this as he's already very powerful in combat. Berserk Charge – a card specific to Saek – means he'll hit more accurately (he can't miss if he's supported by two other warriors!) in combat. If you can get him right into the middle of the enemy warband (use the Sprint ploy to get him into place, or Distraction to push the enemy to where you want them), then Mighty Swing is an excellent ploy to play as Saek can then target all adjacent enemy fighters with a single attack or charge action. Blood will flow!



GO BIG OR PLAY SMALL?

Here in the White Dwarf bunker we've identified three types of objectives. There are some you can achieve immediately like Blood for the Blood God! (for which you gain a glory point for if you make three charge actions). There are those you score in an end phase like Hold Objective 5. Lastly there are those you score in the third end phase at the end of the game. Khorne's Champion is arguably the most extreme example of this type of objective as you gain six glory points if you have just one fighter and no enemies left on the board. Taking 'easy-win' objectives in your deck is a surefire way of gaining glory fast and upgrading your warriors, which is great if you're planning to win by killing the enemy. Score a glory point early on and you can generate a steady supply of glory points throughout the game. The downside with this tactic, though, is that if you fail to score glory points early on, you're unlikely to make them back later in the game. The alternative is to take lots of high-scoring cards, but these can be situational and you'll have to manoeuvre both your warband and the enemy's in such a way as to ensure you can pull them off. Supremacy is one of those cards. A Stormcast Eternals player could have that card in their hand, but they'd need to hold an objective with each of their three fighters – a risky

proposition because if one fighter dies, which is highly likely against Ironjawz, they can't possibly complete it. The Sepulchral Guard, on the other hand, could achieve it with half their warband. More Able Bodies – a Sepulchral Guard objective – is another example of a situational card. It requires you to take two warriors out of action in a phase. Against Stormcasts that is nigh impossible without a number of well-timed ploys and upgrades. Against Bloodreavers, it's plausible without any ploys. So do you take it in your deck? Which brings us on to...

US AND THEM: PART TWO

One thing you'll find when playing Warhammer Underworlds is that every game is different and that some tactics and decks work best against certain warbands, decks and players. Of course, there are near infinite combinations of cards, models and people, so finding the 'Ultimate Deck' is pretty unlikely. Will you play to the strengths of your warband or eliminate their weaknesses? Will you aim to win glory fast or score big at the end? How will your opponents factor into your strategies? That, warriors of Shadespire, is your choice to make... ☠

YOUR TOP TACTICS

Have you been playing a lot of Warhammer Underworlds? Do you have a range of devilish deck-building tactics that you would like to share with the world? Then why not get in touch. Send us an email with your tactics (and maybe even some pictures to illustrate your points) and you never know, we might feature them in the magazine or on our Facebook page. You can email us at:

team@whitedwarf.co.uk

And you can find us on Facebook by typing 'White Dwarf magazine' into the search bar. We look forward to hearing your thoughts.



SPACE HULK®

These pages contain new rules for using your Genestealer Cultist miniatures in your games of Space Hulk. Over the page you'll also find a new mission – Corruption's Heart – in which to use them. The rules for the Genestealer Cultists and the new mission are compatible with both the 2009 and 2014 editions of Space Hulk, so whichever set you've got you'll be able to use what you find here.





GENESTEALER CULT FORCES

A Genestealer Cult's fighting force is invariably a mixed one, armed civilians mingling with corrupted PDF troopers, their weapons as likely to be manufactory tools as military hardware. However, in the deadly arena of a Space Hulk, faced with the might of veteran Adeptus Astartes clad in Tactical Dreadnought Armour, these differences melt away.

These rules cover the following Genestealer Cult units: the Patriarch, the Magus, Neophyte Hybrids, Acolyte Hybrids, Hybrid Metamorphs and Aberrants. In Space Hulk, there is no distinction between unit leaders and regular squad members; all have the same rules. In addition, the Primus is treated as a regular Neophyte Hybrid, and the Iconward is treated as a regular Acolyte Hybrid.

Similarly, the rules for weapons are a little more streamlined than they are in Warhammer 40,000. Neophyte Hybrids are generally armed with Cult Rifles, a catch-all category covering autoguns, lasguns, shotguns and other similar weapons. Acolyte hybrids and Metamorphs are armed with Cult Pistols, a similarly diverse array of short-ranged firearms. Neophytes can also be armed with Heavy

Weapons (which covers heavy stubbers, mining lasers and seismic cannons) or Special Weapons (which covers flamers, grenade launchers and webbers). Although these various weapons might have significantly different rules in Warhammer 40,000, they have been simplified here to maintain the inherent speed and simplicity of Space Hulk.

Using Genestealer Cults in Space Hulk

On the following pages you will find a new mission which features Genestealer Cults, but they can also be used in other Space Hulk missions if both players agree. This does not require any additional setup, and the Mission is unchanged except for the additional rules found in this article. The Genestealer player must, of course, have access to a set of Genestealer Cult miniatures! There is no specified quantity of miniatures that is required, as it is up to the player how many they will use; they might use a force primarily consisting of purestrain Genestealers with only a few cultists in tow or attempt to overwhelm the Space Marines with nothing but hybrids.

ACTION POINT TABLE

All Genestealer Hybrids, Aberrants, the Magus and the Patriarch have 6 Action Points.

| Action | Patriarch | Magus | All Other Cult Models |
|---------------------------------|-----------|-------|-----------------------|
| Move forwards 1 square | 1 | 1 | 1 |
| Move backwards 1 square | 2 | 2 | 2 |
| Move sideways 1 square | 2 | 1 | 1 |
| Turn 90 degrees | 1 | 1 | 1 |
| Turn 180 degrees | 2 | 1 | 2 |
| Fire Cult Rifle or Cult Pistol* | - | - | 2 |
| Fire Special Weapon* | - | - | 2 |
| Fire Heavy Weapon* | - | - | 3 |
| Clear overloaded weapon* | - | - | 4 |
| Psionic Blast | 2 | 3 | - |
| Telepathic Summons | 4 | 6 | - |
| Psychic Stimulus | 3 | 4 | - |
| Close Assault | 1 | 1 | 1 |
| Open/close door | 1 | 1 | 1 |

* The model must be equipped with the appropriate weapon to use this action.

SHOOTING TABLE

| Weapon | Range | Dice | Kill | Notes |
|----------------|-----------|------|------|-------------|
| Cult Pistol | 6 | 2D6 | 6+ | Ineffective |
| Cult Rifle | Unlimited | 2D6 | 6+ | Ineffective |
| Special Weapon | 12 | 2D6 | 6+ | - |
| Heavy Weapon | Unlimited | 3D6 | 6+ | Overload |
| Psionic Blast | 12 | 1D6 | 5+ | - |

CLOSE ASSAULT TABLE

| Model | Assault | Notes |
|------------------|---------|-------------|
| Neophyte Hybrid | 1D6 | Ineffective |
| Acolyte Hybrid | 1D6 + 1 | Ineffective |
| Hybrid Metamorph | 1D6 | - |
| Aberrant | 2D6 | - |
| Magus | 1D6 + 2 | - |
| Patriarch | 3D6 | Mighty Blow |

NEW RULES

Revealing Genestealer Hybrids

Whenever a blip is converted, the Genestealer player can choose to either use the standard rules (revealing one, two or three Genestealers) or state that it represents Genestealer Cult forces. If they do this, they gain a number of points equal to the number on the blip, and can spend them to choose models from the following list. The models are set up following the normal rules for converting blips.

| Model | Cost |
|--------------------------------------------|------|
| Acolyte Hybrid armed with Cult Pistol | 1 |
| Neophyte Hybrid armed with Cult Rifle | 1 |
| Neophyte Hybrid armed with Special Weapon | 2 |
| Hybrid Metamorph armed with Cult Pistol | 2 |
| Aberrant | 2 |
| Genestealer Hybrid armed with Heavy Weapon | 3 |
| Magus* | 3 |
| Patriarch* | 3 |

Revealing the Magus and the Patriarch

The Magus can only be set up once per Mission; once he has been killed, he cannot be returned to play. The Patriarch can also only be set up once per Mission but has a further restriction: it can only be chosen if the mission specifically states that the Patriarch or a Broodlord is present. In Missions that use the Genestealer Cult rules, the Broodlord is not used and is replaced entirely by the Patriarch.

Shoot Actions with Genestealer Cultists

Most of the models in a Genestealer Cult force can shoot, introducing a very different challenge for both players. Their shooting is resolved in exactly the same way as for a Space Marine, with the following exception:

Line of Sight

Genestealer hybrids are much less bulky than Terminators or even Purestrain Genestealers, meaning they can form effective avenues of fire. When determining line of sight for a Genestealer Cult model, you can ignore any Acolytes, Neophytes or Metamorphs – treat the squares they occupy as being empty.

WEAPON SPECIAL RULES

Ineffective Weapons

The majority of the weapons carried by Genestealer cultists barely stand a chance of penetrating the reinforced ceramite of Terminator Armour. To represent this, ineffective attacks will only kill a Space Marine if two or more of the dice roll high enough to kill the target – one hit has no effect. Note that this means a Neophyte Hybrid cannot kill a Terminator in close combat (and rightly so!).

Weapon Overload

When firing a Heavy Weapon, there is a chance the weapon will overload; this represents a misfire or jam, perhaps a power source overheating, or any of the myriad problems that crop up when civilian equipment is used as weaponry. If two or more of the dice rolled score the same, the weapon overloads – mark the model with a ‘jammed’ marker. The weapon cannot be fired again until the hybrid makes a “Clear overloaded weapon” action, at which point the marker is removed.

Shields

When shooting at a Space Marine model carrying a storm shield, the Genestealer player rolls one less dice than normal as long as the model that is shooting is to the target’s forward arc (i.e. the target has line of sight to the shooting model). Note that this renders Ineffective weapons entirely useless against a Space Marine carrying a storm shield.

Normally, a storm shield can be used to block one close assault dice roll, meaning that the Genestealer player rolls one less dice than normal, but some Genestealer Cult models only roll a single dice. When these models have their attack blocked by a storm shield, they instead roll two dice and discard the one with the highest result.

FORCES OF THE GENESTEALER CULT

The Patriarch and the Magus

The Patriarch uses the Hard to Kill, Mighty Blow and Immune to Psychic Storm special rules, as found on page 23 of the Space Hulk rulebook. The Magus uses the Hard to Kill and Immune to Psychic Storm special rules. In addition, both the Patriarch and Magus have access to three special Actions, as seen on the Action Point table. One of these, Psionic Blast, is used in exactly the same way as a Shoot action. Each of the other two is used in its own unique way, detailed below.

Telepathic Summons

The Genestealer player takes a reinforcement blip from the top of the stack, looks at it and places it outside an entry point, as though it were the Reinforcement phase. The blip cannot enter play this turn – for all rules purposes, it counts as being placed at the start of the following Reinforcement phase.

Psychic Stimulus

The Genestealer player picks one of their models that is anywhere on the board (not including blips, the Magus or the Patriarch). That model can immediately spend up to two Action Points – these do not count towards their normal supply of Action Points, and this can even be done if the model has already used its Action Points this turn. A model can only be made the target of Psychic Stimulus once per turn.

Aberrants

The Cult’s forces can contain Aberrants, hulking mutants that are almost as hard to slay as the Patriarch itself. When a Space Marine shoots at an Aberrant, the Genestealer player can force the Space Marine player to re-roll their highest-scoring dice.

NEW MISSION

WHITE
DWARF
EXCLUSIVE

CORRUPTION'S HEART

In 674.M40, the strike cruiser Flame of Baal received auspex returns that matched the description of the space hulk Corruption's Heart. This drifting agglomeration of vessels had not been sighted in nearly three hundred years, and closer scans revealed that it had increased in size during its absence. The strike cruiser drew close, launching info-probes and running detailed augur sweeps to scry for any signs of life. On the bridge, Captain Gareon of the Blood Angels' First Company scrutinised each item of data, nodding ruefully as the situation became apparent. The hulk was infested by Genestealers, but worse, the pict-grabs showed signs of human habitation. Drive-rooms had been converted into hab-blocks, force fields had been erected to maintain an atmosphere... and on every wall, painted or scorched or scratched into bare metal, was the blasphemous sigil of the Genestealer Cult. Most chilling of all, the captain could see surface transports being prepared in the hangar bays of a mostly intact mining vessel, presumably one of the newer additions to the hulk's mass. At current velocity, Corruption's Heart would reach a civilised system in mere days, and these Xenos-worshipping filth would be free to infiltrate Imperial society. The Blood Angels would not allow this to happen. There was not a moment to lose.

Forces & Deployment

Space Marines: The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, a Space Marine armed with storm bolter and chainfist and two Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist and three Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in the other corridor.

Genestealers: The Genestealer player takes one '1' blip, two '2' blips and one '3' blip, then sets up one in each of the rooms on

the map that has been shaded green. These blips must be converted at the start of the Genestealer player's first turn.

Initially, the Genestealer player receives two reinforcement blips per turn; once the first thermal charge has been deployed (see below), they receive three reinforcement blips per turn. Blips may enter play at any entry area.

Special Rules

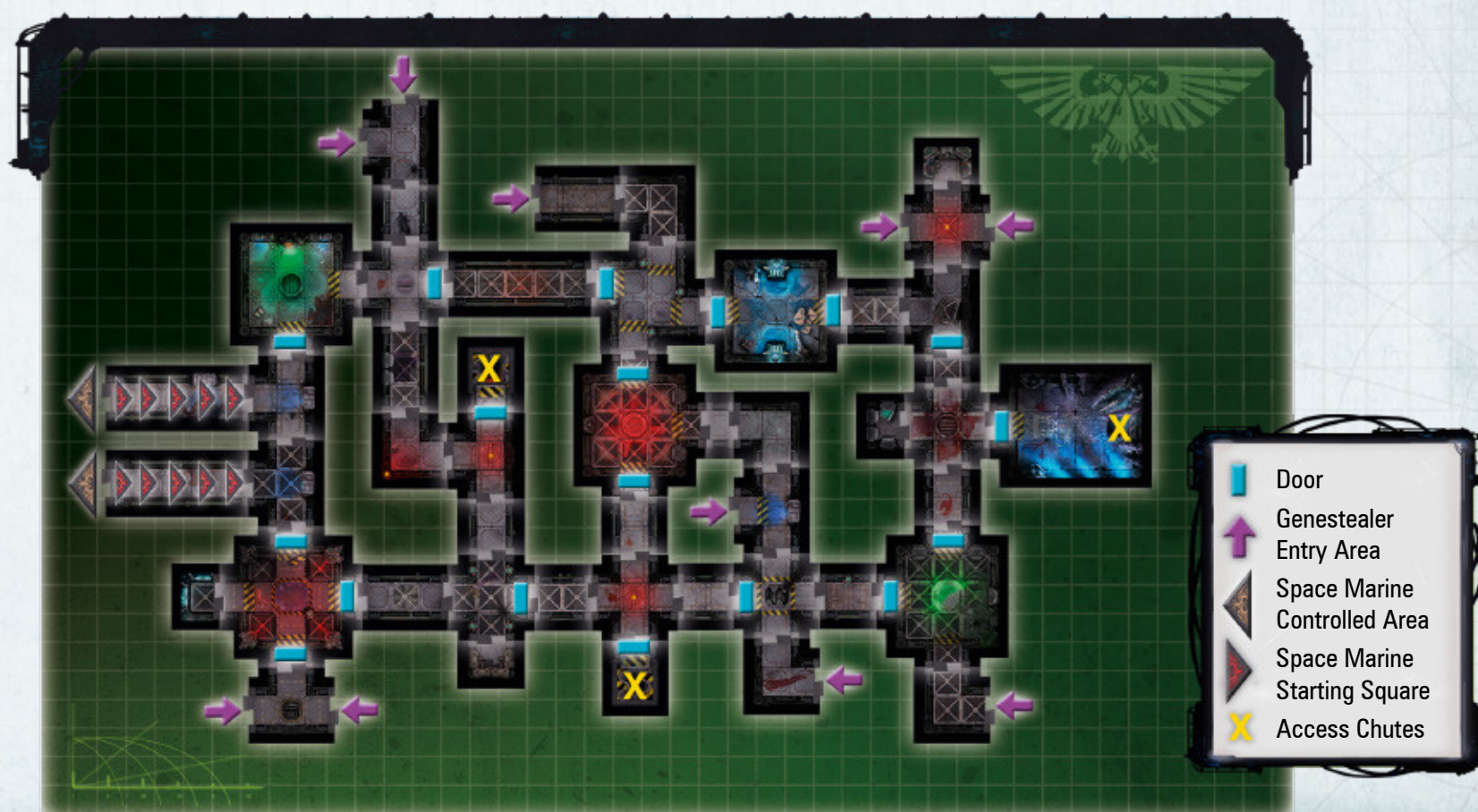
Thermal Charges: The Space Marines' mission is simple: deploy thermal charges into the mining ship's reactor chamber, triggering a chain of detonations that should destroy both the hulk and its deadly inhabitants. A Space Marine who is adjacent to one of the access chutes (marked with an X on the map) and facing it can spend two Action Points to deploy a thermal charge.

Only one charge can be deployed at each access chute.

The Slumbering Masters: Until at least one thermal charge has been successfully deployed, blips can only be converted into Neophyte Hybrids, Acolyte Hybrids, Hybrid Metamorphs and Aberrants. Once the first charge has been deployed, blips can be converted into Genestealers or a Magus (still respecting the rule that only one Magus can be used during the mission). Once two charges have been deployed, the Patriarch becomes available.

Victory

If thermal charges are deployed at all three access chutes, the Space Marine player wins. The Genestealer player wins if all the Space Marines are killed before achieving this objective.





RUNNING A SUCCESSFUL LEAGUE



JAMES HEWITT

James Hewitt is a games designer and part of the team that worked on the latest edition of Blood Bowl. He's also a League Commissioner in good standing, having run the first Forge Bowl league soon after the game was released. So, we thought there could be no one better qualified to offer up some top tips on running leagues.

Blood Bowl is the game of fantasy football and nothing brings it to life like setting up a league, where your team goes on the long, hard road to championship glory and your players set out for the Hall of Fame, an early death or both. Here's how to do it.

There are many ways to enjoy Blood Bowl, but one of the most rewarding is to organise a league. This is a series of linked games, played over a number of weeks (or even months), in which multiple teams battle it out in the hope of making it to the final and winning the league trophy!

In general, organising a league doesn't take that much work, daunting as it might seem. The most important thing to remember is that the League Commissioner (the person in charge) has the power to make things as complex or as simple as they like. Your first league doesn't need to use every single optional rule – indeed, it's best to keep it simple until you have a bit of experience.

Death Zone – Season One (and the Blood Bowl Almanac, released this month) contains all the

rules you need to get a league up and running, but the biggest challenge for budding Commissioners can be figuring out just how to put it all into practice. This article breaks things down into a number of stages, outlining the League Commissioner's responsibilities and hopefully making things nice and clear. Read on, and you'll soon be wondering why you haven't started one sooner!

FIRST STEPS

There are a few things you need to consider before you organise a league:

Are people interested? This seems like an obvious one, but gauge people's interest before you get started. You need to have a group of coaches, each with their own Blood Bowl team, who know more or less how to play the game and are each interested in playing on

a regular basis for the next few weeks! Many new Commissioners make the mistake of organising a fantastic league, printing posters, creating spreadsheets and booking tables at the local gaming club... only to find out that people are already involved in other campaigns, are focused on other games or simply too busy to get involved.

What do your coaches want? While gauging interest in the league, take the chance to find out a few things about the coaches who want to get involved. How long might they like the league to run for? How regularly will they be able to play games? How well do they know Blood Bowl?

Where will games be played? If you meet regularly at a gaming club or store, this one might answer itself. Otherwise, spend a while thinking about where games will happen – most coaches will be happy to play at home or at another coach's house, but it might be a good idea to organise a regular space for gaming at a local pub, bar, church hall, scout hut, community centre or anywhere else that caters to this sort of thing. After all, one of the most gratifying parts of a league is coming together to play games! Half the fun is found in watching each other's games, checking out the best-painted teams and, at the end of the night, celebrating (or commiserating) as a group and swapping stories about how much Nuffle hates you all.

BEFORE THE LEAGUE BEGINS

Once you've had a good think and gathered some information, it's time to start planning the league. Here's what you need to do:

Set your dates. At this point, you want to think about how long your first season will be.

There's no one right answer here, which is why speaking to your coaches in advance is so important. You want the league to run for long enough that everyone gets a chance to play enough games, but you don't want it to get stale and start dragging. If in doubt, keep it short (maybe six to eight weeks, depending on how often your coaches can play games). Remember to take the play-offs into account!

Publicise the league. At this point you need to solidify the league plans and make them visible to your players. You don't need to be an artist to make a great league poster – you can get away with nothing more than a scribbled A4 piece of paper, as long as it explains all of the following:

The start and end dates (including play-offs).

- Any optional rules that will be in play.
- Any limitations or restrictions, such as

“Painted teams only!” or “Must be free on Tuesday nights!” (or “Must bring own beer!” – Ed).

- Each team's starting budget – usually 1,000,000gp, but you might want to change it.
- Who the Commissioner is and how to contact them.
- A cut-off date for signing up.

At this point you can start asking people to commit – social media event listings are great for this, but there's also nothing wrong with a sign-up list stuck to a wall. As the cut-off date for signing up approaches, don't be afraid to give people a poke and get them to make their mind up. A word of warning, though – don't pressure people into taking part. All you get from doing that is a team that disappears after a couple of unenthusiastic games.

Gather Rosters. Before the league can begin, each coach needs to select a team and give you a copy of their completed team roster. This does three things – it gives you a list of team names, it gives you a chance to go over each roster and make sure there have been no unfortunate mathematical errors and it commits players to taking part. Also, the very act of putting a team together is a great motivating factor to start playing some games and will generate plenty of excitement for things to get started.

Decide Divisions. Beyond a certain number of players, a league can begin to get a bit unwieldy. Splitting the league into divisions, as described in Death Zone – Season One (and the Blood Bowl Almanac), is a great way to get round this.

It is recommended that each division has between four and eight teams – as with everything else, though, this is up to you. Smaller divisions will mean the league can be shorter (as teams won't need to play as many games against the other teams in their division), but individual coaches will have less variety when it comes to opponents. Also, in smaller divisions, a single coach dropping out can really put a spanner in the works. However you decide to go, announcing the divisions should always be treated with a bit of fanfare! Getting all the players in one place then drawing team names out of a hat to split them up creates a great buzz at the start of a league (it can even be done at the start of your first league night, immediately before the first games are played).

DURING THE LEAGUE

Right, you've got a group of committed coaches, they've got their teams and they know

TECHNOLOGY TO THE RESCUE!

Being rather technologically minded, if I do say so myself, I set up a questionnaire using Google Forms which coaches could use to report their results after each game.

I also set up a spreadsheet with several bells and whistles that imported the submitted information and turned it into a nicely formatted league table which I could print out and stick on the wall, but that was just me being flashy – it's really not necessary, and anyone could get the same result without any of the technical know-how.

DID YOU KNOW?

While there are countless independent Blood Bowl leagues in operation, most follow a similar schedule and run their season through the same part of the year, with the annual Spike! Magazine Awards ceremony regarded as the traditional end to the Blood Bowl year. There, honours such as Player of the Year, the Strong Arm Award, the Sudden Death Award, Most Blatant Foul and Scariest Game Face are handed out.

League year 2489-90 was particularly notable on the awards front, with awards in a record 17 of Spike! Magazine's 27 major categories made posthumously, including somewhat unfortunately, the year's Most Promising Rookie.



LEAGUE RULES

You can find full rules on running leagues in *Death Zone – Season One* and in the *Blood Bowl Almanac*, whichever you find most convenient. There's plenty of scope for variation, but if it's your first time running a league you might want to start simple.

Below: Gavin Newton's Skaven team, the Silver Tower Slicey Biters, take on Keith Robertson's Lizardman team, the Quan Kn't B'Betan – two of the teams to have taken part in the inaugural Forge Bowl. Sadly, by the point shown, the Slicey Biters were short of their expected Star Player, Glart Smashrip (see 'Dream Debut, Not Quite...', opposite).

who their opponents are. Now they can start playing games! The good news for you is that most of the hard work is now out of the way, and you can spend most of your time just playing games.

Update Stats Regularly. After each game, ensure that your coaches report result to you in a timely fashion. Keep track of these results so you know how well each team is doing; this will make your life a lot easier when it comes to the play-offs.

Keep Coaches Informed. The most reliable way of ensuring the league stays on track is to keep everyone updated on how things are going. There are plenty of stats that can be made available, as long as you are collecting them from coaches after each game. At a minimum you should include each team's League Points, total Touchdowns scored and total Casualties inflicted, as these are used (by default) to determine which teams go through to the play-offs. You can include other stats if you wish, such as team value, number of games played, most Casualties and Touchdowns achieved in a single match and so on.

Write a Newsletter. A regular newsletter (weekly seems to work best) is entirely

optional but wholly recommended. A newsletter does not have to be a work of art and does not have to contain more than a summary of recent matches; however, ambitious Commissioners can take the chance to really go to town, writing in-character reports of the week's events. This is a great way to keep players entertained and interested! Ask your players to tell you of any stand-out moments in their games when they submit their results as an easy way to generate newsletter content, which can even stretch to impromptu awards such as 'Foul of the Week' and 'Unluckiest Player'.

THE END OF THE LEAGUE

In the last couple of weeks of the league, with the play-offs approaching, you should make sure to keep stats as up to date as possible, as players who are in with a chance of qualifying will start to take a great deal of interest in them! Make sure players are aware of the exact date and time that the league ends, and that any results submitted after this will not be counted. As soon as the league finishes, you have a couple of tasks:

Run the Play-offs. Determine which teams will go through to the play-offs and announce the



match-ups to the entire league. Coaches who have been paying attention to the stats might not be surprised, but it's still another chance to get everyone together in one place! Once the matches have been announced, it's in your interest to make sure they are played as quickly as possible so you can get to the final.

Prepare (and Award) Prizes. You don't have to have prizes for the winners (prestige is often enough!) but it doesn't take a lot of effort to rustle up a simple trophy and some award certificates and it's well worth the effort. Organising a little prize ceremony, taking some commemorative photos and having a post-league celebration is a great way to remind everyone how much fun they've had and to make sure they want to come back for the next season!

Talk to Your Coaches Again! Here's one that's easy to forget: have a chat with the people who played in the league and get their feedback. Was it too long or too short? Were the divisions about the right size? Was it fun? Were there any optional rules they enjoyed or that they missed? Use this feedback when planning the next season and you're sure to have coaches flocking back.

A CASE STUDY: FORGE BOWL 2017

Earlier this year I ran a Blood Bowl league in the Forge World studio. Blood Bowl is a game which has always had a strong following around Games Workshop HQ, and with the release of the new edition there was a real buzz. As the person responsible for writing the current set of league rules, it seemed only sensible that I should be the one to take up the mantle of League Commissioner. Here's how it went.

KEEPING IT SHORT

As we're all busy folks, I settled on a six-week season. This was quite short, so to keep things interesting I increased everyone's starting budget to 1,100,000gp and added a special rule – at the start of each team's first game, before setting up, they could make three MVP rolls (no player could get more than one MVP), meaning teams could get a little head start on their Star Player Points. Players receiving Improvements is a big part of the fun of a league, and I didn't want players to miss out just because of time constraints.

GETTING STARTED

I pinned up a sign-up sheet and rules poster a whole month before the league was due to begin, so everyone had plenty of time to get their teams together (and to cajole their colleagues into taking part!). Doing this meant we had a rather decent 16 teams! I realised that I could either split them into two divisions of eight or four divisions of four. A quick email

vote from those involved led to the latter. Also, I took the opportunity to try something a bit different and decided that, instead of going by the book and sending the top four players overall into the play-offs, the top-scoring player from each division would go through (again, I put this to a vote, and everyone was happy to try it out). The divisions were determined by a random draw, and the league got off to a roaring start.

WILD CARDS

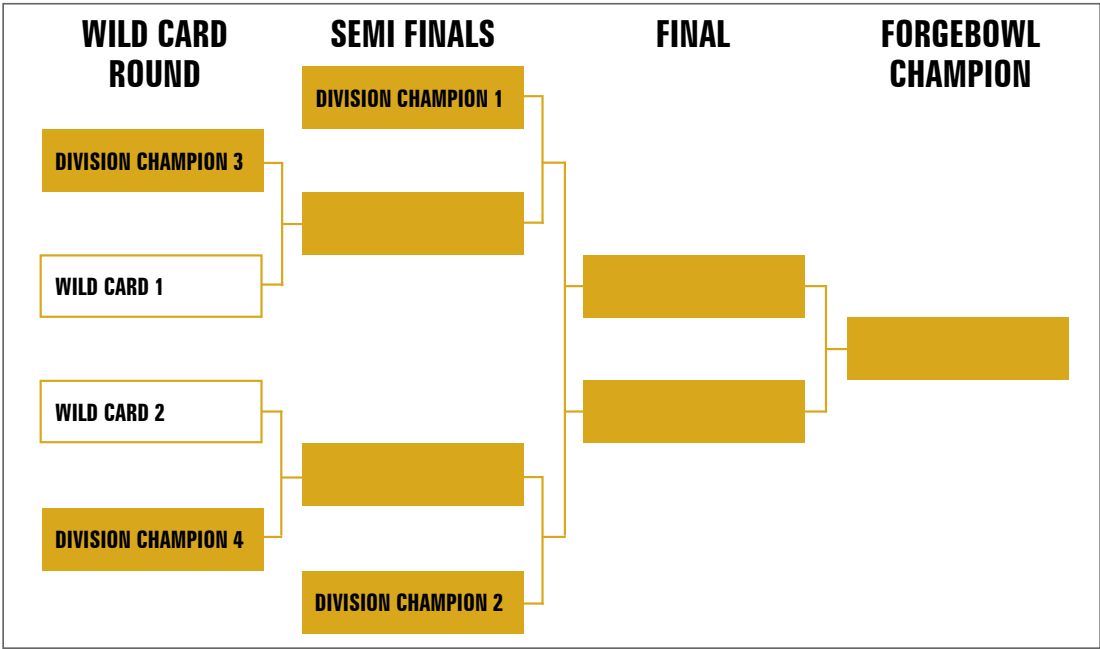
Owen Branham, a fan of various real-world sports, suggested adding a Wild Card system to keep things interesting. It meant that more than one player from a division could potentially make it through to the finals. (Sure enough, three players from South division ended up in the play-offs, causing everyone else to wonder if they knew something the rest of us didn't.)

The Wild Card system was easy to implement, and I'd recommend trying it out in your own leagues if you're looking to spice up your league. Here's how it worked: after all of the results had been handed in and collated, the top-scoring team from each division (League points, then Touchdowns as a tie-breaker with Casualties as a second tie-breaker) was named

DREAM DEBUT, NOT QUITE...

With the Forge Bowl league organised by the Specialist Games team and involving members of the Forge World Studio, the season saw a few notable debuts, with the participants being among the first to get their hands on new teams and new Star Player models.

Gavin Newton, who designed the impressively obese Glart Smashrip, became the first coach ever to use Glart when he debuted him in a league game, as part of his Skaven team, the Silver Tower Slicey Biters. Sadly, Glart's debut was a brief one, as he was killed by a rock thrown by the crowd at the very first kick-off.



a Division Champion. The two remaining teams with the highest scores each became a Wild Card.

The two Division Champions with the highest scores went straight to the semi-finals, but before they could be played there was the Wild Card round. In this round, the Division Champion in third place played against the higher-scoring Wild Card team, and the Division Champion in fourth place played against the lower-scoring Wild Card team. The winner of the first match would go on to the semi-finals, playing against the highest-scoring Division Champion, and the winner of the second would go into the other semi-final.

WILD CARDS

The idea of a wild card system is to give runners-up a chance of making the play-offs, which serves to even out any differences in strength between the divisions. The Forge Bowl league allowed for two wild cards, so six of the 16 teams took part in the play-offs. This is a good number – generally, in bigger leagues, having half or slightly less than half of the teams make the play-offs is about right.

DID YOU KNOW?

Veteran Blitzzer Malorek Doomgale of Undead team the Comeback Squad has appeared in a record 896 seasons of Blood Bowl. Doomgale played the first five years of his career as a Human Blitzzer, before turning to the Dark Gods after a career-threatening knee injury. 48 seasons as a regular in the Nurgle Rotters' starting line-up followed before a 26-year spell out of the game owing to his own violent death – a niggling injury that has continued to trouble Malorek periodically throughout his storied time with the Comeback Squad.

In short, this meant that getting to the top of your division wasn't enough to ensure a place in the semi-finals. It led to quite a rush at the end of the league, with one team – the Rustbeard Razors, coached by Specialist Games Sculptor (and designer of the Deathroller) Chris Drew – squeezing in a rather phenomenal number of games, even challenging Middle-earth Manager Adam Troke's Red St*r Komets to a 6am match because the cut-off point for results was 9am. All in all, adding the Wild Cards really helped keep things interesting until the very end.

THE FINAL

When I mentioned I was going to write up the league for an article in this esteemed magazine, several coaches asked the same question: "Are you going to mention the

final?" It's a tale of misfortune and hubris, but it's also a wonderful example of the kind of amazing stories that leagues generate, so I'm going to tell it here. The final of Forge Bowl 2017 was between two top players. Middle-earth Writer Jay Clare's terrifying Vampire team, Whitby Town, had gone from strength to strength in the league (quite literally, in the case of the multiple Strength improvements he'd rolled) and had even managed to smash my poor Thunda Valley Greenskins 6-0! In the final he came up against the Blitzburg Stealers, a Human team coached expertly by Tris Buckroyd. The game was a real nail-biter, as you might expect from two such masterful Blood Bowl players, and ended in a 1-1 draw after two halves. Overtime began and it wasn't long before Jay scored a Touchdown; Tris

THE FORGE BOWL ALMANAC

Every Friday, I created and sent out an edition of our newsletter, the Forge Bowl Almanac. I made a bit of an effort to make the first edition look vaguely nice (we're a studio, after all, and there were artists and designers among the players!), then each week it was simply a case of changing the text. The Almanac was written as an in-character gazette following the triumphs and misfortunes of the various players and was a great opportunity to highlight key events from the

league and give them an in-world justification. For example, one team – the Dodgy Dungers, a particularly malodorous bunch of Orcs – failed to notice the cap on Fan Factor when purchasing a starting team, resulting in a frankly ridiculous 27,000 fans turning up to watch their inaugural game! The mistake was picked up after the match and their roster was adjusted, but the Almanac reported that eleven thousand Orcland Raiders fans had been mis-sold tickets (the Dungers, of course, denied any involvement).

FORGE BOWL ALMANAC

NEWS FROM THE SIDELINES

Price 3 gp

Friday, 17th February, 2017

Est. 2496

Hello, sports fans! Two weeks in and Forge Bowl is still going strong. Most teams have registered at least one game now, although there are a few that (at time of print) still have yet to play! Enough about them, let's talk about the games that have happened!

...IS IT OVER?

According to unconfirmed reports, the match between the Ill Behaved and Quan Kn't B'etan (which, thanks to any number of stoppages, time-outs and breaks, has been running almost as long as the league itself) might have finally ended. This is great news for spectators who no longer care and just want to get home to their families, but bad news for the Cult of the Perpetual Drive, a bizarre new sect that's sprung up around the belief that the universe will end should the match ever reach its conclusion. Fingers crossed, eh?

A FRIENDLY IN NAME ONLY

This week saw an interdivisional match between the Thunda Valley Greenskins and the Red St*r Komets (who will, we assume, be reimbursing us the cost of that red ink). The Greenskins' fans could never be called well-behaved, but they were positively saintly compared to the mob of lunatics that showed up to support the Komets. Speaking after the match, Thunda Valley #1 "Flashy" Skazwot said that he'd never played in front of a crowd that was so rowdy, so vindictive and so well-armed. Investigations currently are being launched to find out where that trebuchet came from.

YOU CAN'T HAVE IT ALL

It wasn't all smiles and sunshine for the Komets this week – they managed to flub a 3-1 lead against the Silver Tower Slicey Biters in the closing minutes of the game, which ended in a draw! Those rats might be ones to watch.

WHAT GOES VROOM VROOM ARGH! THAT MAIMED GOBLIN

When it was announced that Trolly Mother of Gob were going to be taking part in this league, fans were celebrating across the land. After all, who doesn't enjoy watching goblin teams? They're inept, but they're always good for a laugh. Take their recent match against the frankly terrifying Scarlett Butchers this week. No one thought the Goblins would come out on top, but everyone expected it would fall to the Norsemen to maim the diminutive greenskins. Turns out the players of TMOG – Bubba in particular, who decided to sit on his chainsaw Mister Splitz – are keen to show that they can maim themselves, thank you very much. It's a refreshing take on a well-trodden formula, and we applaud the team for their dedication to comedy.

START AS YOU MEAN TO GO ON

It seems like this week, no matter where you are, you're never more than six feet from a Skaven fan – and who can blame them, when the rats are doing so well! Take the Rattsburgh Skitters, for example, who at the time of print haven't finished their first match but have already sent two players from... ugh... Pengting Mandem to the undertakers. Well, sort of. One of them tripped over a discarded wheel of cheese and landed badly. But it still counts!

SORELY MISSED

Let's take a moment to remember the players we've lost since the Forge Bowl began: S.T. Slicey Biters #6, Snar Thumplay The Ill Behaved #2/Whatsisname

This list should almost certainly be bigger. Let us know if one of your players has gone to meet Nuffle!

LEAGUE RESULTS

NORTH DIVISION
No matches completed

SOUTH DIVISION
S.T. Slicey Biters 3 - 3 Red St*r Komets

EAST DIVISION
Scarlett Butchers 3 - 1 Trolly Mother of Gob
Quan Kn't B'etan 2 - 1 The Ill Behaved

WEST DIVISION
No matches completed

LEAGUE ACCOLADES

TOP TEAMS BY DIVISION: Thunda Valley Greenskins (N), Scarlett Butchers (E), Blitzburg Stealers (S), Bodymore Razors (W)
HIGHEST SCORERS: Red St*r Komets (S) - 5 Touchdowns
MOST DANGEROUS: Thunda Valley Greenskins, Scarlett Butchers (N) - 3 Casualties each
MOST VALUABLE: Blitzburg Stealers (S) - T.V. 1,230,000
SERVICES TO COMPLAINING: Coach "I Miss My Ogre" Wylie, The Ill Behaved.



followed up with a Touchdown of his own, leading to another draw at the end of the eight-turn period. Both players agreed to forego the penalty shoot-out in favour of a second period of Overtime. This time, the Blitzburg Stealers scored and Whitby Town did not. The final was over. Jay reported his loss and Tris took the cup.

Experienced coaches might be scratching their heads. After all, Overtime is sudden death, isn't it? The first team to score wins, right? Well, yes. It turns out Jay had forgotten all about that.

After some deliberation it was decided almost unanimously that the match had been reported as a win for the Stealers, and the players had agreed at the time that this was right – taking it back would have been no more appropriate than replaying the game because one player had unintentionally had a twelfth player on the pitch. Jay took the news rather well and will definitely not be getting that rule wrong ever again.

PRIZES FOR ALL!

At the end of the league, once the dust had settled, I gathered everyone around my desk one lunchtime and we had an award ceremony. As well as the rather lovely Forge Bowl trophy, the Events team had been kind enough to help me put together a series of certificates for other achievements in the league. There were certificates for the League Champion, Runner-

Up and Best of the Rest (third place overall), Gallanté's Choice (best-painted team) and Morg's Mate (most sporting coach). The whole office joined in with the cheering and applause, photos were taken and the league was given an appropriate sending-off.

NEXT TIME!

Having spoken to the coaches after the league was over, I decided that another season should kick off in a few months' time. Several people had expressed an interest in getting involved, and most of the players who had taken part were keen to continue their teams' legacy.

One piece of feedback that several people mentioned was that the divisions were too small, and there was not enough variety when it came to opponents. Also, several coaches bemoaned the fact that the scoring system (League Points, then Touchdowns, then Casualties) rewarded fast-scoring teams above hard-hitting teams.

With all of this in mind, I decided that the next season would become a different type of event – the Forge Bowl Summer Slaughter, which would be a free-for-all with much larger divisions (or maybe even a single huge division!), where violent play would be rewarded more heavily. This will be followed next year by a return to the standard Forge Bowl format, making two regular fixtures in the calendar, each with their own feel. ☠

USING THIS ADVICE ELSEWHERE

This article has been about running a Blood Bowl league, but almost everything described here can easily be applied to other game systems. Necromunda is an obvious candidate (and has a rather similar system, with zones taking the place of divisions and turf wars taking the place of seasons... what a strange coincidence!) but Warhammer 40,000 and Warhammer Age of Sigmar could also be run as a campaign or league. The key points of this article – communicating with players, structuring the league, having a realistic end goal – are all entirely transferable. Even if you've never rolled a Block dice or thrown a football, it really doesn't take much to set up a series of linked games with your friends, and you should find that the rewards of doing so far outweigh your effort. Best of luck!

ILLUMINATIONS



ILLUMINATIONS





“Greywater Fastness is heavily industrialised, which influenced the choice of colours,” says Paul. “Lots of reds and oranges, and plumes of grey-black smoke over the city. What makes Greywater Fastness especially interesting is that it’s in the Realm of Life – an industrial city is atypical for Ghyran. But there’s still those little links to the wider realm, like the greenish, moss-like tinge to the city’s stone walls, which seem all the more unusual in light of the forge fires.”

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, we turn our gaze to the cityscapes of the Mortal Realms. Our focus is six of the Cities of Sigmar featured in the campaign set Seasons of War: Firestorm, and we chat to the artist, Paul Dainton, to get his thoughts on the pieces.



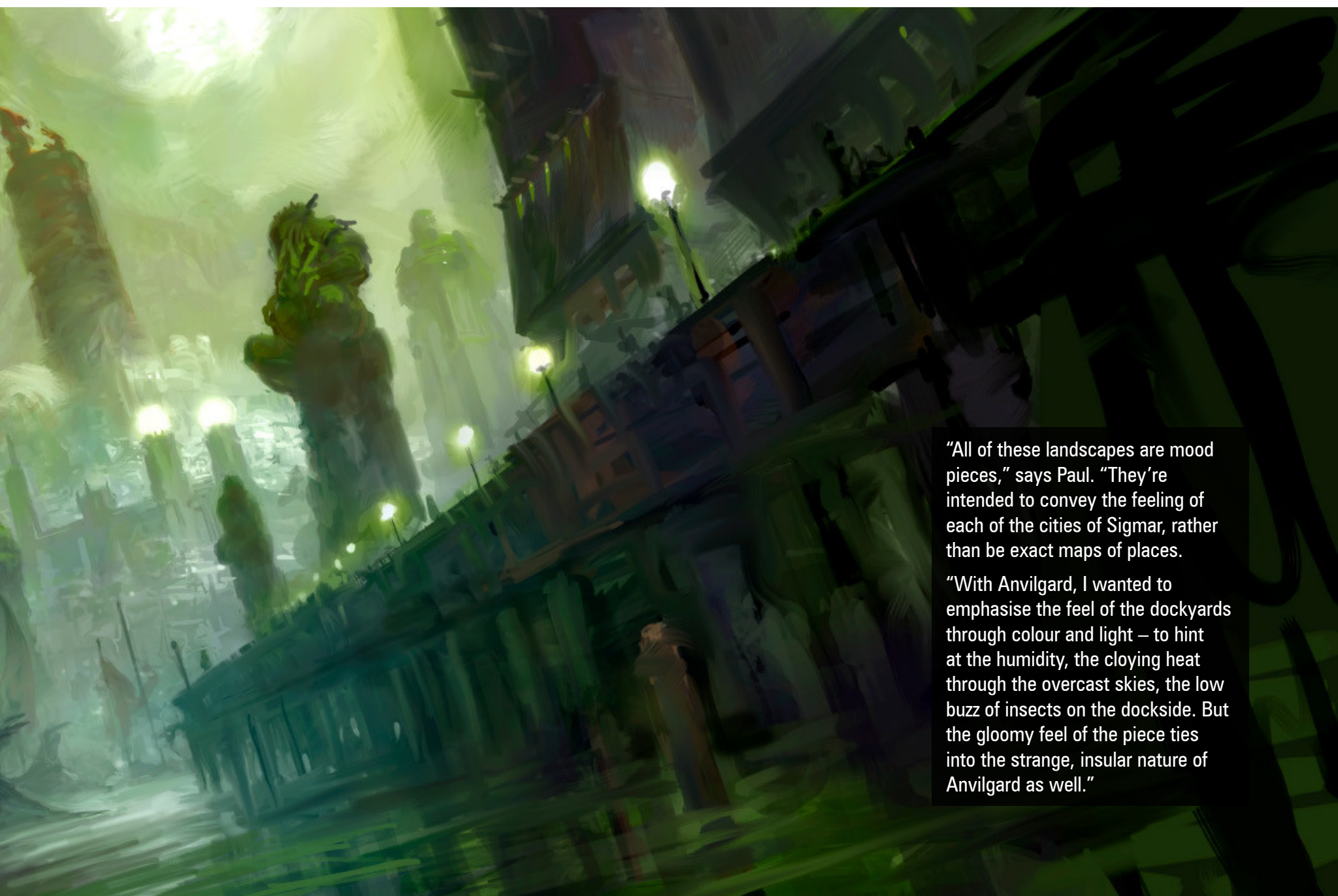
“The starting point for all of these pieces was the description created by the writing team for Firestorm,” says Paul. “My job was to bring those paragraphs to life. The golden haze around the Phoenicium is a core part of the city’s identity, so informed the choice of colours. “Part of bringing the landscape to life was adding animal life where appropriate, like the monkeys (on the far left). They add a little grounding to the more fantastical landscapes.”

ILLUMINATIONS

"As Hollowheart is based around magical mines it lends itself to a magical palette," says Paul. "There are lots of blues, greens and purples, which aren't colours you'd typically associate with the Realm of Fire, where Hollowheart is located. Some of these pieces show that the Mortal Realms and their landscapes are more diverse than you may think – Aqshy is more than red rock and lava plumes, and Ghyran has more colours than just greens and browns."

"The Mortal Realms and their landscapes are more diverse than you may think."





"All of these landscapes are mood pieces," says Paul. "They're intended to convey the feeling of each of the cities of Sigmar, rather than be exact maps of places."

"With Anvilgard, I wanted to emphasise the feel of the dockyards through colour and light – to hint at the humidity, the cloying heat through the overcast skies, the low buzz of insects on the dockside. But the gloomy feel of the piece ties into the strange, insular nature of Anvilgard as well."

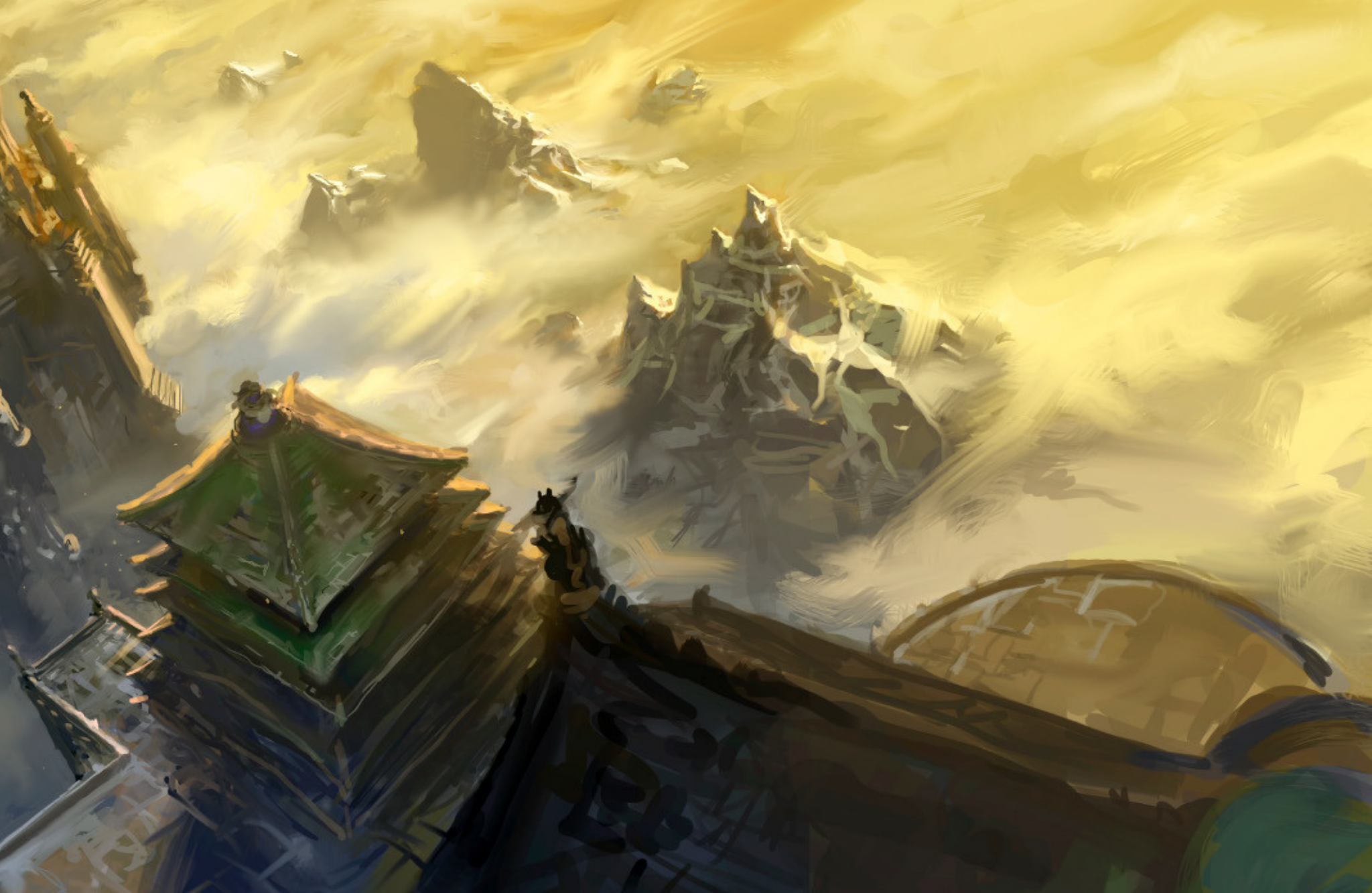
ILLUMINATIONS

"With all these cities, there's an obvious Sigmarite influence," says Paul. "All of them take some cues from the design of Azyrheim, which makes sense – that's where the founders were from, so all of the pieces feature statues of Stormcasts and other champions of Order. But each city has its own distinct take on the style – so with Tempest's Eye, because of the local abundance of celestial magic, the city is festooned with wizard's towers and observatories."

"Some of these cities, like the Living City, are based around natural features," says Paul. "The trick is to make sure that naturalness doesn't detract from the city you're looking at feeling like a real place."

"A core part of this city is the idea of people of different species living side by side," says Paul. "The piece gives you a better look at ordinary people, leading ordinary lives. I wanted to show the civilisations of Order, to show what their armies are fighting for."

"I wanted to show the civilisations of Order, to show what their armies are fighting for."



THE MODEL PHOTOGRAPH

Every month we feature Readers' Models in White Dwarf, our pick of the pictures sent in by you, our readers. Taking pictures of miniatures can be a challenge, especially if they're going to meet the exacting demands of print. So here's our comprehensive guide.

Even in the early days of the Games Workshop hobby, taking pictures of miniatures was something that people loved to do. In those days, photos were taken on film and only the very best photographers would be able to capture all the little details of a Citadel miniature on celluloid.

Over the last 40 years, though, technology has improved substantially and taking pictures is now something that many people do every single day. Increasingly, hobbyists are taking pictures of their miniatures and over the last few years there has been a collective desire to share photos of painted Citadel miniatures online, be it in forums, on blogs or over social media. It's often how painters share ideas, search for inspiration and ask for feedback and how gamers show off their latest tactics and the events they've most recently taken part in.

Sadly, taking pictures of Citadel miniatures is

not as easy as, say, taking a selfie. If it wasn't evident by their name, Citadel miniatures are very small and feature miniscule details – both sculpted and painted – that require a sophisticated setup to allow them to be faithfully captured in a photo. Pointing a camera phone at them and tapping the screen is rarely enough to get a great picture.

And that's why we created (well, recreated) this article – firstly, to help you take great pictures of your miniatures and secondly so that you can then send those pictures to us so we can feature them in the pages of White Dwarf. If you've ever wondered why certain people's models appear quite regularly in our Readers' Models section (see page 154), it's because they've taken our photography tips on board (and they have well-painted models, of course). Hopefully you'll find our advice over the next few pages useful.

CAMERAS AND PHONES

The last time we wrote a photography article was back in 2014 and over the last three years camera phones have become significantly better. Indeed, many people use them to share pictures of their models online, but sadly a camera phone is rarely up to the task of taking a picture of a high enough quality to print in a magazine. It's not impossible, though, as some of you have proven with the pictures you've sent in for our Readers' Models section, which is why you'll find a section all about camera phones later in this article.

SETTING THE SCENE

Before you take out your camera, it's important to set the scene for your pictures. We suggest a simple setup with a plain white background – a piece of paper stuck to a sturdy backdrop is a quick and easy solution and perfectly suitable for the job, providing a neutral backdrop for your models. We often use a white background as it helps show off the model in the best light, with no distractions from the details of the miniature.

Here you can see our setup, which has the model positioned on a large piece of matte white paper 90cm away from the camera. You can read more about the lighting and camera setup over the next few pages.

Top tip: If you're really serious about photographing miniatures, look at investing in a light box. You can find them in most camera shops and online.



LIGHTING YOUR MODELS

Lighting is one of the most crucial aspects of photography – at the simplest level, if you have no light, you have no picture! Here's our advice on getting your lighting just right.



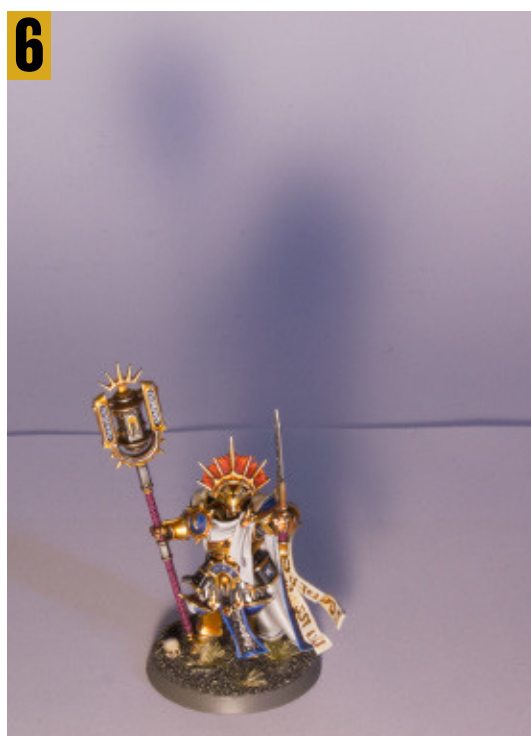
When taking pictures of miniatures, you need a consistent, even light. The best way to achieve this is with lamps – specifically, daylight bulbs. Daylight bulbs provide a neutral light, not too yellow, not too blue, but just right for taking pictures of models. They'll fit most standard desk lamps and they're easy to get hold of. Two lamps positioned in front and slightly to either side of the model work best, lighting the front of the miniature. To the left you can see what a model lit with two lamps looks like (1), while next to it you can see what the lighting setup (also shown on the previous page) looks like from the side (2).

Always remember, you're lighting the miniature, not the background. Don't worry about getting a solid white background, especially if it would cast a less than favourable light on the miniature. In this example (3), the lights have been placed too high above the model (4). The backdrop is better lit, but the model is now too dark. If you wanted, you could add a third light situated above the model and pointed just at the background, but this is usually not necessary unless you want to specifically draw attention to the background – for example, if your model is on terrain.



It's also important to make sure that your lighting is not too hard or soft. Your miniatures are painted to have their own shadows and highlights, so you don't want to misrepresent your hard work by over or under-lighting some areas. For this reason, the light we want is soft and even, as it will let the painted shadows and highlights show where you intended them to be. A great way of testing whether a light is hard or soft is to check the shadows it produces. A hard light, such as one from an LED bulb, will create shadows with sharp edges (5), whereas a soft light, like the one cast by our daylight bulbs, will produce shadows which have no defined edges (6). It's worth noting that natural daylight is not a good substitute for a light setup, even if it is really sunny. Natural daylight varies constantly, making it hard to get a consistent level and colour of light in your pictures. A cloudless day, for example, will often make your pictures come out too yellow, while an overcast day will leave them blue. Avoid using the on-camera flash, as it will create a photograph that has very harsh and high-contrast light. Remember, you want the light to be as soft as possible.

Top tip: If your light is too hard, you can soften it with a sheet of tracing paper over the light.



PHOTOGRAPHY

FINDING THE GOLDEN ANGLE

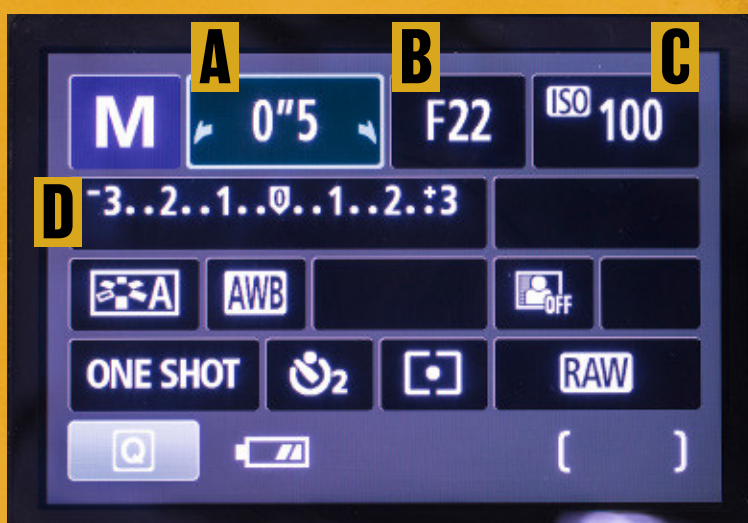
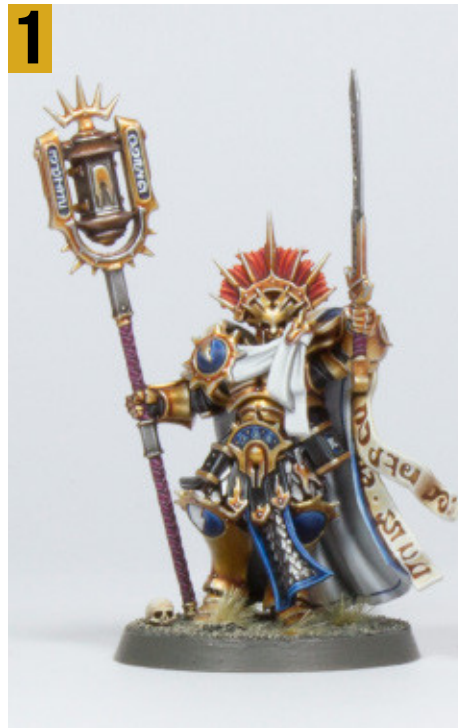
Citadel miniatures are covered in wonderful details and sometimes it can be hard figuring out what angle to take your picture from. Here's a little bit of advice on finding that golden angle.

Every miniature has a golden angle, a viewpoint that best captures the essence of the model. For infantry, this will almost always be a frontal view of the model, where you can see its weapons, face and body clearly. If you take a picture and all of these key areas aren't visible – in this case the model's sword (1), turn the model round a little and try another angle where you can see all of the model's most important details (2).

Some miniatures, like Khârn the Betrayer, for example, can be pretty hard to photograph, so if you're ever unsure of a model's golden angle, just have a look at how it's been photographed on the Games Workshop website or in the Planet Warhammer section of White Dwarf. If you match that angle, you can't go wrong!

Another important factor to consider is the vertical angle of the camera. Looking back at the setup earlier in the article you'll notice that the camera is level with the model, not angled down at it. We refer to this angle as a model's-eye-view, as the camera lens should be at the same height as the model's eyes. If your camera is positioned too high and angled down towards the model, you'll get a lovely shot of the model's shoulders, the top of its head and its base, but little else. As you can see with the Lord-Veritant in image 2, the top of his base is hardly visible at all.

However, for larger miniatures such as tanks and monsters, it is usually beneficial to experiment with the angle of the camera, as shooting from too low may fail to capture the shape of the miniature (3). Try raising the camera a little to capture the depth of the miniature (4).



THE DISPLAY SCREEN

Over the next few pages we'll be taking about some of the settings on your camera. If you have a DSLR camera, you will be able to see these on the screen on the back of your camera. On the back of one of our Canon cameras you can see the shutter speed (A), f-stop (B) and ISO (C). Below them is the exposure bar (D) – a sliding scale that indicates how all three of these settings interact.

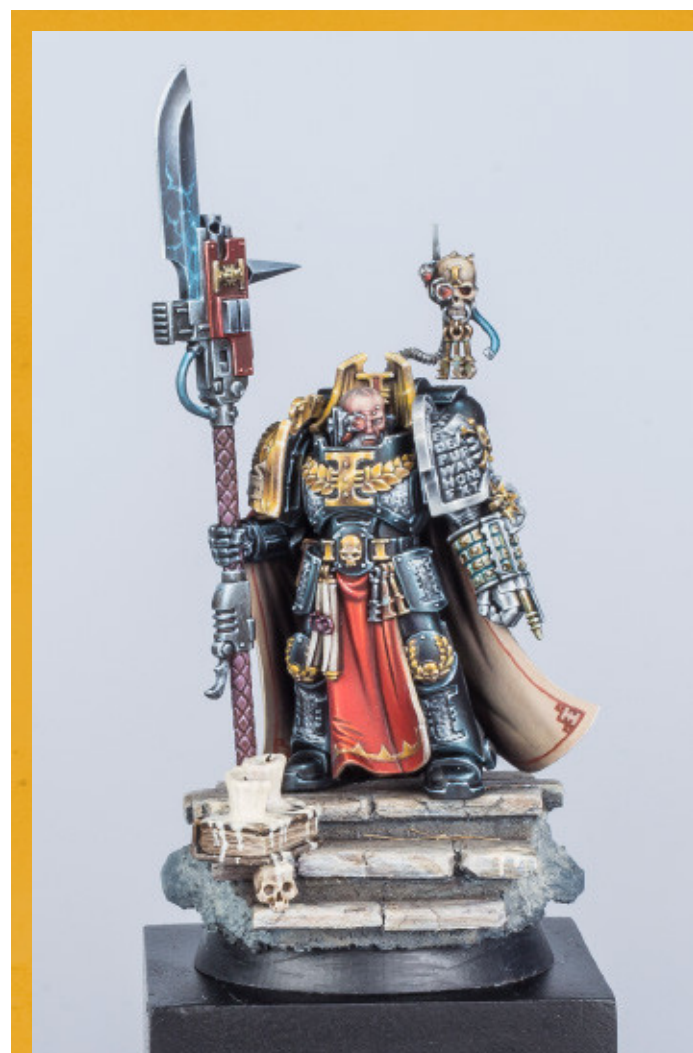
IMAGE SIZE AND GETTING YOUR PICTURE IN FOCUS

One of the toughest parts of photographing Citadel miniatures is arguably getting your pictures to be wholly in focus and of a usable size to see all the details. How do we go about doing it, then?



Miniatures are often pretty small, so you need to make sure you are close enough to get a usable picture. This doesn't mean you need to fill the frame, but aim to fill at least one quarter of the viewfinder. Just be careful not to cut the ends off weapons and banner poles – you want a picture of the whole model, not most of it. The biggest drawback with moving the camera in close is that parts of the model may go out of focus, in this case the Reiver's gun and blade (**1**). The camera in this example was only 20cm away from the model (**2**). If the shot is not entirely in focus, move the camera back from the model and try another shot. If it's still out of focus, move the camera back and try again. In this example, the end result is a picture where the whole model is in focus (**3**) – the camera was 90cm away from the model. Obviously the model now looks tiny, but you can see, when viewed on a computer, that the image size is still large enough to capture all the details of the miniature (**4**). These distances work for our camera, which is 18 megapixels. If your camera is a lower resolution, you'll need to place it closer to get a big enough image.

Top tip: If your model appears really tiny in the viewfinder, remember that your camera probably has a zoom function.



WHITE DWARF PHOTOGRAPHY

The advice in this article comes from White Dwarf photographers Martyn and Jonathan, who take hundreds of pictures every month for White Dwarf. Our magazine features lots of different photography styles, but the principles explained in this article are always followed. You can see many great examples of Jonathan's and Martyn's work throughout the magazine, but the clearest example of the photography style shown in this article can be seen in Golden Demon [here](#). Here you can see a picture taken at Golden Demon (inset) and the final magazine image after it was clipped from its background. If you send pictures of your models to us, don't worry, we will do that bit for you!

PHOTOGRAPHY

SETTING UP YOUR CAMERA: APERTURE, ISO AND SHUTTER SPEED

So you've got your model placed on a clean white background, your lights are in the right places and your camera is in position ready to take some pictures. But is your camera set up correctly?

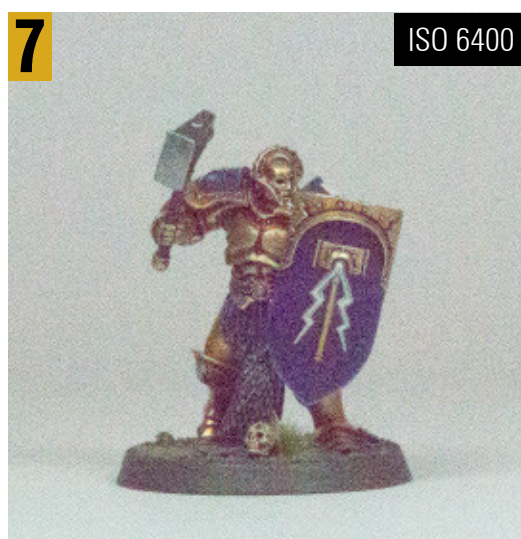
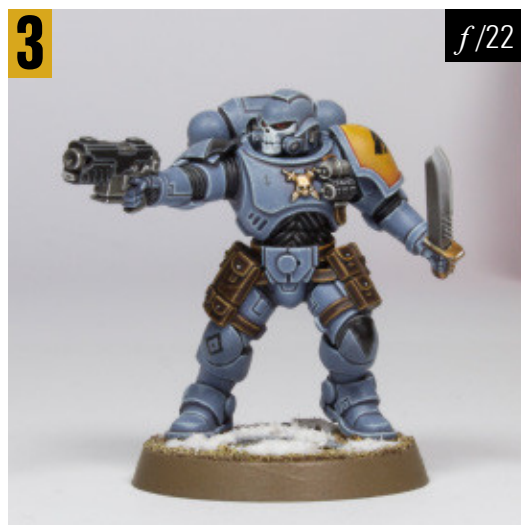
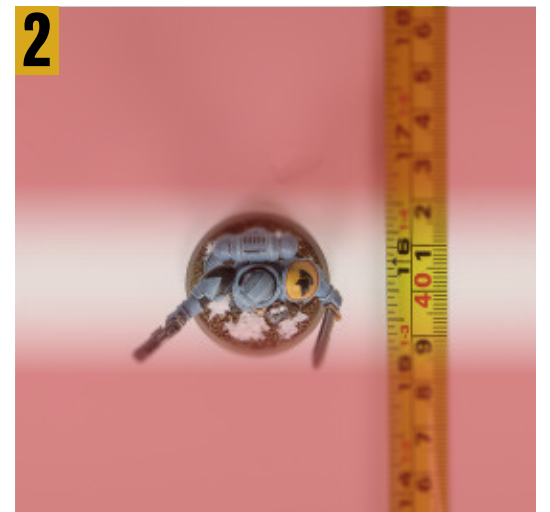
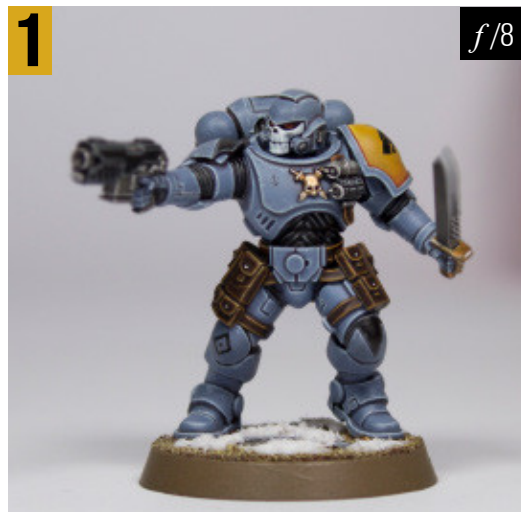
If conditions are right, you might be able to take your pictures with your camera on its automatic setting. To get greater control of your shots, though, you'll need to use the manual setting and adjust the aperture, shutter speed and ISO.

The aperture controls how much light comes through the lens and how much of the photograph is in focus. The aperture is described by a measure known as its 'f-stop', with low numbers representing more light but less in focus and high numbers less light with more in focus. The higher you can set the f-stop, the better. The standard lens that comes with most cameras will have a range between $f/5.6$ and $f/22$ with the lens zoomed all the way in. A low f-stop (1) will leave your model fuzzy and out of focus in places such as the model's extremities – this example is $f/8$. From above (2) you can see the focus depth of the camera only covers part of the model. A higher f-stop (now $f/22$) will get all of your model in focus (3) because of the larger focus depth (4).

The longer the camera's shutter stays open while taking the picture, the more light will be let in. Shutter speed is a measurement of time, and most cameras range from 30 seconds to 1/4000th of a second. If you're taking pictures by hand, you'll need a shutter speed of 1/100th of a second or faster to avoid getting blurry images as you move the camera (5). We also recommend using a tripod if you have one, and if not, supporting the camera on a stable surface as it will make it much easier to get sharp photos (6). Sometimes the shutter speed will be very slow, sometimes as much as a second. This is fine as long as the camera is kept steady during the exposure.

Top tip: Use the camera's timer function so you're not touching the camera at all when the picture is taken.

You can also fix a lack of light by increasing the ISO level. The ISO represents how sensitive the camera is to light. A higher ISO makes more of the available light but will make the picture grainy (7). Instead, set the ISO as low as it will go – 100 is the lowest on most cameras and we recommend never going above 400. You can then alter the shutter speed to compensate for low light levels – aim to get the marker on the exposure bar near the centre of the scale for a good exposure. The end result is a picture where the whole model is in focus, the light levels are correct and the quality of the picture is wonderfully sharp with no graininess (8).



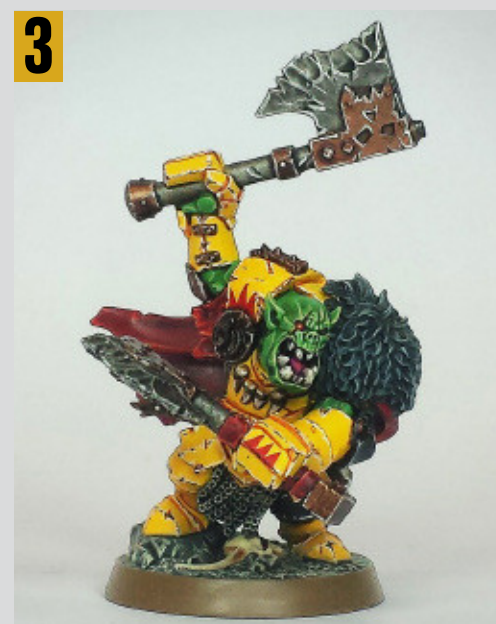
THE CAMERA PHONE

Selfies, impressive meals and cats doing strange things are often the subject matter for camera phones. But how good are camera phones for taking pictures of Citadel miniatures?

The first thing to note when using a camera phone to take pictures of miniatures is that you'll need to hold the phone a lot closer to the model than you would a camera. This is because the pinch zoom doesn't work in the same way as the lens on a camera – you just need to get closer to the subject.

Phone cameras offer you very little control over their settings (ISO, aperture and so on), though interestingly the fixed aperture on a phone camera can often get more of a model in focus than the equivalent aperture size on a camera – this is a good thing and enables you to get pretty close to the model without its extremities going out of focus. In our example setup, you'll notice that the lights are positioned a lot closer to the model, too (1). Pictures taken on camera phones can often come out pretty dark – they look fine on the phone screen, but transfer them to a computer and you'll soon notice a difference.

Remember, you don't have any control over the shutter speed, so moving the lights closer to the model gives the camera's automated settings the best chance of getting a usable photo. The pictures to the right (2 and 3) were taken on a camera phone. Both have been brightened a little in Photoshop, but otherwise nothing else has been changed. They are both entirely in focus and big enough to feature in the magazine. In fact, image 3 is the shot that Jonathan is taking in image 1. As you can see, the model isn't filling the screen on his phone – if he'd moved his phone any closer it would have gone out of focus. 🤖



SEND US YOUR PHOTOS!

With all these tips at your disposal, you should now be equipped to take pictures of your Citadel Miniatures. What you need to do now is send them to us at: team@whitedwarf.co.uk 

When sending your pictures, send the original pictures straight off the camera, the higher the resolution the better. It's best if you don't edit, crop or tweak them in any way, we'll do all that for you if we choose to feature them. This Land Raider by Shane Blomberg is a fine example of a reader's submission that hasn't yet been edited (see [here](#) for the edited photo). Make sure you tell us about your models, too, such as how you painted or converted them, and your name so that we can credit you with your hard work.



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. The parade days are over for this year but we still have a few favourite entries from around our head office to show off.

THE HAMMERS OF SIGMAR

STORMCAST ETERNALS BY JAMES LITTLER

"I'm a big fan of the Stormcast Eternals," says James, "really, since the launch of Warhammer Age of Sigmar. When it came to choosing a Stormhost to paint, I picked the Hammers of Sigmar as I enjoyed their exploits in the Realmgate Wars books.

"Painting the army took around six day-long sessions – most of that was spent on the Celestant-Prime and the Lord-Celestant on Stardrake, who took about two days each. Everything in the army was painted using simple techniques – for example, the gold was basecoated with Retributor Armour spray, washed with Reikland Fleshshade Gloss, drybrushed with Retributor Armour, then drybrushed Stormhost Silver. To finish the gold off, I gave it a line shade of thinned Rhinox Hide. Almost everything else in the army was painted with only a basecoat, a wash and a drybrush.

"The Hammers of Sigmar have a particularly effective colour scheme – it lets you get a strong look just using simple painting techniques. Choosing the right mix of contrasts and strong, eye-catching colours means you don't need to use advanced techniques for a good result – you just have to keep things neat."



James based the army around the Lords of the Storm warscroll battalion, which collects the heroes of the Stormcast Eternals together as a single force of sigmarite might. James made sure to include at least one of every hero, including a Lord-Veritant, Lord-Castellant, two Knights-Venator and two Knights-Heraldor.



RUINS OF THE REALMS

"To paint the board, I started with Chaos Black spray," says James, "then drybrushed the tile itself Mechanicus Standard Grey – I went for a few coats to give it a bit of depth. The ruins were drybrushed Kabalite Green to help them stand out from the wastes. I then mixed a pot of Rhinox Hide with a pot of Lahmian Medium, applied that mix across the entire thing with the L Scenery Brush and wiped the excess off with a tissue. To finish the whole board, I gave it a drybrush of Screaming Skull."





"There are, in fact, only two parts of the army I didn't drybrush," says James. "The white on the armour panels and the Celestant-Prime's swirling orrery were painted with traditional highlights. His wings, however, were drybrushed."



"My favourite model in the whole army has to be the Lord-Celestant on Stardrake," says James. "I've always found him a very striking model and he works brilliantly with the Hammers of Sigmar colours."



ARMIES ON PARADE

THE PROPHETS OF YNNEAD

YNNARI WARHOST BY LUKE BLICK

"I've always been a fan of all things Aeldari," says Luke. "In fact, one of my first armies I collected was a Craftworlds force, but for the longest time I'd not painted any. When the Triumvirate of Ynnead came out, I was slowly drawn back to them – Armies on Parade seemed like the perfect excuse to return to the Aeldari.

"I wanted to focus the army around models I love, or models that had been released since I'd finished my force of old – so that meant the plastic Dire Avengers, plastic Wraithguard, the Windriders and, of course, the Visarch and

Yvraine. If I'm entirely honest with myself, the whole of the project was a clever excuse to paint those two miniatures."

Luke had 13 weeks to complete the project, from start to finish, and started by plotting his time out in meticulous detail. But plans don't always survive contact with the enemy.

"I did stick to it for the first few weeks but the scale of what I wanted to achieve meant I ended up working right up until 2am on the deadline day. But that structure gave me the focus I needed – I'm normally a bit of a hobby butterfly, but now I have a whole army."

RED DEATH

"The red that's on most of the models in the army actually began with a purple basecoat," says Luke. "I used an airbrush to build up the red layers, starting with the darker reds and ending with Evil Sunz Scarlet, then shaded it with Druchii Violet, before highlighting it back up to that bright red. It gives the models a weird iridescence, like you'd find on a beetle's carapace, which I'm really happy with."





"The designs on the tabards and the panels of the models were based on the Ynnari symbols in Fracture of Biel-Tan," says Luke. "I spent a while practicing them, until I was finally happy with my work, and then set about adding them to models where appropriate – it was an easy way to tie the army together."



REALMS OF THE AELDARI

"The board itself was based on one of the Realm of Battle tiles but built up with foam," says Luke. "I drew a huge amount of inspiration from the old Imperial Armour Model Masterclass Volume 1 book for how to build it, as I'd never actually made a board before. The aeldari ruins are a custom design, which I ended up painting first, then attached to the board tile before carefully blending it into the board with texture paints."

ARMIES ON PARADE

D'YANOI HUNTER CADRE

T'AU EMPIRE BY DAN HARDEN

"This is my third T'au army," says Dan. "I started collecting them the first time around 2010 and was inspired by an unlikely source – the blue and purple colours of a Warhammer Storm of Magic gaming board. I liked the idea and wanted to match it up with a D'yanoi sept army."

"I created the second incarnation of my T'au army around five years ago and have used it for many games. I like to think I've improved a lot as a painter in the years since then, though, so I wanted to bring my collection up to date with this third version of my D'yanoi T'au hunter cadre."

"The army is just the models I wanted to paint – I'm not too fussed about how competitive the army is. I also tried to include a good spread of model sizes in the army – the Stormsurge, the Riptide, the battlesuits and then the Fire caste infantry at the far end of the scale. You do need those little guys in there – they really show off just how big the Stormsurge and Riptide are."

"The scenery was inspired by (and uses parts from) the Tidewall – I wanted to give the T'au their own equivalent of crates and fuel drums, as well as their own bastion counterpart. All of these were built using spare bits I had kicking around from years of collecting T'au."

A NEW COLONY WORLD

"When I came to build the tile, I wanted to keep it quite simple," says Dan. "It's just a Realm of Battle tile with nothing too fancy done to it. All the terrain features are removable for storage, which is handy as I want to use the tile as part of a gaming table – at some point in the future I'll have to get around to painting the other five tiles so I've something else to play games of Warhammer 40,000 on."

"With this colour scheme, I pictured the army operating on a night world," says Dan. "In my head, they've some form of infrared stealth system worked into their wargear that makes them almost impossible to see in the gloom. Much of the army, like the Strike Teams and Breachers, had a rather simple paint scheme – just one that's time consuming. The edge highlights really defined the shape of the models, so I had to get them

right – so, understandably, each one took a lot longer than it might otherwise do. On the other hand, they've turned out great, so I think it was time well spent."

"The Stealth Suits and Ghostkeel were dead easy to paint – their stealth panels are just a Chaos Black undercoat, highlighted with Fenrisian Grey and Blue Horror, then given two glazes of Guilliman Blue. That's all there is to it."





"I really like the Tidewall, but I wanted something more like a bastion," says Dan. "This led to the tower, which is deployed from orbit and anchored to the ground with the support struts. The struts were inspired by the anchors on the KV128 Stormsurge's legs."



"The Stormsurge and the Riptide were the test models for the army," says Dan. "It sounds crazy using huge models like that as test pieces, but I needed to know the scheme would work on the big kits before trying it out on the small ones – and the Stormsurge is a great model."



ARMIES ON PARADE

THE CONSTELLATION OF ORDER

SERAPHON STARHOST BY MELISSA HOLLAND

Armies on Parade can seem like a daunting challenge if you haven't attempted it before, and Mel was unsure she'd have the time. So, as a way of joining in, Mel decided to produce this display board for her existing Seraphon army.

"I really like the Seraphon. They're in a lot of ways, to me, the ultimate good guys in the Age of Sigmar. They're beings made of the stuff of Order itself. As I already had the army built and painted, the first thought for the board was that it needed to match the army's bases, so that meant a grassy area and bright colours. I went through the terrain range and found some

of my favourite pieces of terrain to use, like the Citadel Wood, the Arcane Ruins and a Baleful Realmgate – it wouldn't be a Warhammer Age of Sigmar board without one.

"Alongside the natural colours on the board, as you get closer to the Realmgate I wanted to have a 'magical' palette – as if the landscape had been absorbing all the magic of the Realmgate. That led to the blue rocks and the glow in the trees. The board was a labour of lunchtimes, so it didn't take a lot of time to complete. Next year though, I might look at tackling a new army into the bargain, too. Maybe." 🐉

DRYBRUSHES AT THE READY

"There isn't an inch of the board that hasn't been drybrushed," Mel says. "I used thin, light coats and built the paint up in many layers to give the colours a bit of depth, rather than just using one thick drybrush. My mindset for this board was If you can't drybrush it, it's ain't worth painting."



"In my mind, the Seraphon have returned to the region after centuries or maybe even millennia," says Mel. "I wanted to show a bit of the passage of time on this board with the addition of the Arcane Ruins. What might have been a great shrine is now just tumbledown ruins in the wilderness. I added some Middenland Tufts to the ruins to show their age."



"The trees have a bit of a magical feel to them," says Mel. "I imagine they probably weren't there when the Seraphon last passed through the Realmgate. But they've been absorbing magic over the centuries, which has warped them a little, hence the more fantastical colouration."

"To tie in with the stone around the ridge of the board, I painted the stone by the trees the same – Mechanicus Standard Grey, washed with Guilliman Blue, and drybrushed with Screaming Skill."

ARMIES ON PARADE

Armies on Parade is a global celebration collecting and painting Citadel Miniatures, held in every Warhammer and Games Workshop store across the world, an opportunity to build and paint an army to the best of your ability, and show it off for the world to see. The event is over now for this year, but to see more amazing entries and find details of future events, visit: armiesonparade.com





B LANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has enthused and excited many painters and modellers, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, we look at Jake Ozga's Warhammer Age of Sigmar warband.

John Blanche is renowned for his baroque, often sinister illustrations, which have been featured in Games Workshop's rulebooks, codexes and army books for more than 30 years. His most renowned pieces have come to define the gothic horror and nightmare reality of Warhammer 40,000, though John's work has also been instrumental in shaping the look of Warhammer in its many guises over the last three-and-a-half decades. Much of his early work appeared in the Realm of Chaos books from the late 1980s, though his illustrations have appeared in Games Workshop publications ever since, and his concept sketches have contributed to the design of many Warhammer Age of Sigmar miniatures such as the Stormcast Eternals and the Kharadron Overlords. The illustration to the right – a Wood Elf Lord – was one of the pieces that inspired hobbyist Jake Ozga to start a small Warhammer Age of Sigmar collection. We asked Jake to tell us more about his warband.

"These are the Aelves of the Black Sloth Hell, a warband I made for skirmish games of Warhammer Age of Sigmar," says Jake. "I love building and painting Inquisitor warbands for Warhammer 40,000 and I love the Age of Sigmar setting, so I wanted to try and combine the two things and create a heavily converted and characterful group to play games with. These aelves have been isolated as the lands around them have been corrupted by Chaos – their forest home is now a rotten swamp and they have been abandoned by their gods. They are trapped in a nightmare, imprisoned in a place between life and death where Shyish, the Realm of Death, bleeds over into Ghur, the Realm of Beasts. I wanted to try and create aelves with a post-apocalyptic vibe to them, without their usual beauty and grace."





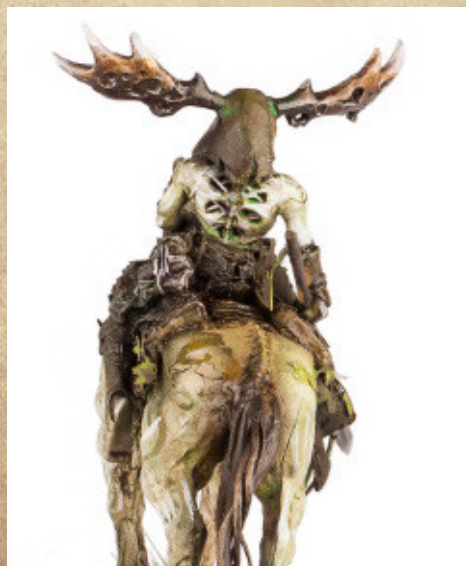
THE WILD RIDER

"The Wild Rider is converted from a Death Korps of Krieg Death Rider from Forge World," says Jake. "I wanted to use a static model to differentiate it from the dynamic poses of the actual Wild Rider models, and I was really pleased when I realised I could make the Death Rider work in a

fantasy setting, as he has such a great pose – the whole model just has this look of foreboding about it, which was perfect for my warband. The rider is made from a Drukhar Wrack with a Putrid Blightking helmet. The Drukhar range in general is a great source for parts – I used Wrack bodies for the two spearmen as well."



1



2



The Wild Rider is Jake's favourite model in the warband. As mentioned above, the horse is a Death Korps steed, but Jake removed the front of the model's respirator mask (1) and replaced it with a more conventional muzzle (albeit with a pair of sharpened branch-like blades protruding from it). He also removed the respirator pipes and stim-injectors from the mount's neck, covering them over with a textured paste to give the effect of wet foliage.

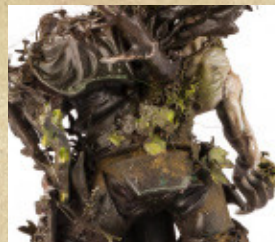
The grotesque, stitched-together (or peeling-apart...) torso of the Wild Rider comes from the rarely seen Wrack Venom pilot (2), which comes in the Wracks set (though his back is normally hidden against a pilot's seat). The Wild Rider's lower legs are from the bare-footed Drukhar Hellions set.

THE SPITE-REVENANT

"I had this gruesome idea of an aelven spirit growing inside the shell of a dead Stormcast Eternal, and a Spite-Revenant seemed like the sort of malicious forest spirit who'd enjoy this sort of thing. These spirits torture the Stormcasts and deny them Sigmar's lightning by trapping them in their armour and leaving them in the swamp for the bugs and plants to devour. I used lots of bits from the Dryads kit as well as small twigs and clumps of grass to make the model look overgrown. The Stormcast's helmet now dangles from a branch among other trophies."



1



2



3

Jake used a Retributor from the Warhammer Age of Sigmar boxed game as the base model in this gruesome conversion, along with a Spite-Revenant's torso and arms (1) plus leaves and branches (there's even one coming out of the Stormcast helmet's eye socket) from the Dryads kit (2).

Much of the texture on the models was achieved by painting it on with a mica flake paste that resembles wet clumps of leaves when it dries while the spongy areas (3) are actually pieces of sponge glued to the model and undercoated, basecoated and painted along with the rest of it. The tiny leaves and vines are made from paper.



THE WARDANCERS

"The Wardancers use some unusual parts, including legs from Eldar Harlequins, a Genestealer skull and arms from aelf kits such as the Eternal Guard. I like to use unfamiliar bits because it helps make the miniatures look like something new. They have dreadlocks and braids made from Green Stuff and I gave them crude war paint that makes them look more feral than aelves are usually portrayed. The Wardancers are the only models in the warband with fluid poses, which was a bit of a dilemma for me – I didn't want them to look out of place, but how can you have static Wardancers?"



THE SPEARMEN

"The spearmen are based on plastic Drukhari Wracks. I used this basic idea for my Emplate model ages ago (*Warhammer Visions* issue 6, July 2014 if you want to look it up. – Ed). Like the Wardancers they also have dreadlocks and wear masks – perhaps they're trying to intimidate the forces of Chaos that control the realm, or perhaps they wear them out of shame for what they have become." The spears on the models come from Skaven Clanrats, while the serrated blade on the model to the right comes from a Drukhari Wych. The mouldering shield on the model on the left comes from the Grave Guard set.



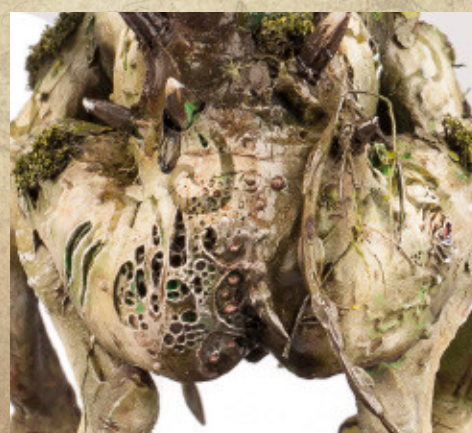
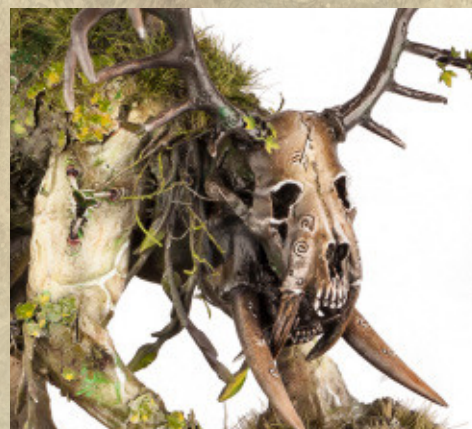


THE TREEMAN ANCIENT

"I wanted to include a Treeman in my warband and, while I like the Treelord model in the Sylvaneth range, it didn't really have the creepy, unsettling look I was aiming for with my models.

My Treeman Ancient is made from a Greater Chaos Spawn from Forge World with the head from an Incarnate Elemental of Beasts, also from Forge World (though sadly both are currently out of production). Instead of a noble, lithe Treeman, I wanted to create something truly horrible and degenerate – a Treeman that had been living in a mouldy swamp for too long. It has built its form from the rotten things it finds in the swamp water, including animal bones like the spine it's in the process of fishing up from the water. I wanted it to look sinister but also tragic – like all the Aelves of the Black Sloth Hell it has been reduced to something much less than it once was." 🦴

Jake undercoated his models black, then used a grey spray to give them a zenithal highlight (that means spraying the models only from above, leaving the black undercoat on the models' undersides). "I used an airbrush and oil paints to get the natural hues on the models, plus Citadel Gloss Shades to give them a swampy look (4 to 7)," says Jake. "I then used my airbrush to paint the pale white skin." Jake masked some areas off to avoid spraying over them but didn't worry about being too neat. "The most important thing was to use lots of different textures and hues, particularly in the basing, because nature is full of variety and the more browns and greens that you add, the more realistic it looks. I don't exactly strive for realism, instead I try to create atmosphere and dramatic impact (much like John does with his illustrations. – Ed), hence the contrast with the white skin and dark shadows. I used Faded Green weathering powder from Forge World for the mossy effect."





CEGORACH'S REVENGE

This colourful collection of Aeldari Harlequins from the Masque of the Silent Shroud was painted by Gavin Beardsmore. Here, Gavin tells us a bit more about his Harlequins, from how they perform on the battlefield to how painting their holo-suits almost drove him mad.

Harlequins are the most enigmatic members of the Aeldari race, inscrutable warrior-performers who make no distinction between art and war. The Silent Shroud are arguably the strangest of the Harlequin masques, for they fight and perform in total silence, confusing and disorienting their foes before mercilessly slaying them. Gavin Beardsmore, whose Craftworld army we featured in *White Dwarf* in 2016, chose to paint a force from the Masque of the Silent Shroud not

only to accompany his existing Biel-Tan Aeldari army into battle, but also as a small army in its own right.

"I'm a big fan of the Aeldari, so when the new plastic Harlequins came out, I knew I had to have them in my collection," says Gavin. "I'd already painted a few metal Harlequins for my Biel-Tan army in the colours of the Masque of the Midnight Sorrow, but I wanted to do something different with this force – something more unusual and brighter. Back when I got my hands on their



COLLECTING HARLEQUINS

The rules for fielding an army of Harlequins can be found in Index: Xenos 1. There is also a digital painting guide available – Warriors of the Laughing God – which features stage-by-stage guides for four different Harlequin masques.

first codex I saw the colour scheme for the Masque of the Silent Shroud and thought 'they're the ones'. I really liked the holographic pixel flames on their legs (see over the page), and the colour fades from red to yellow, and I thought they'd make for an interesting painting project.

"So I set myself three months to get a masque of Harlequins painted with the plan being to take them to a gaming event – Battlefield Birmingham 11 – when I was finished. I started by assembling all the units, each of which would use one of the signature Harlequin weapons. So all the models in one unit are equipped with Harlequin's kisses, another unit all carry Harlequin's caresses and the last all wield Harlequin's embraces. I also decided to paint each unit slightly differently, with red, orange and yellow hair, respectively, to help differentiate them on the battlefield. I did a

little conversion work to a few models in the army – namely the Death Jesters and Shadowseers. Because I had three of each in the force I didn't want them all to look the same, so I used spare bits of Warhammer 40,000 buildings to add some variety to their scenic bases. I also magnetised the arms of the Troupe Masters and Skyweaver riders so that I could swap them between games to suit the foe I was facing. This was mainly so my Warlord – the Troupe Master with the orange crest – could have more weapon options. He can have a kiss, caress, embrace or a power sword in one hand and a shuriken pistol, neuro-disruptor or fusion pistol in the other.

"As you might guess from the light colour scheme, I used a Corax White undercoat for pretty much all of the models – the Death Jesters and Solitaire were the only models I undercoated grey.



**GAVIN
BEARDSMORE**

Regular readers may recall Gavin's huge Biel-Tan Craftworld army featured in the September 2016 issue of White Dwarf. We also featured his Skaven army in Warhammer Visions 13 in 2015. These Harlequins are Gareth's latest creations, though it's rumoured he's already working on Imperial Knights.

COLLECTING



Once I'd established all the base colours (see right), I set about painting the diamond patterns on the holo-suits. I wanted to paint the gradient effect that you can see in the artwork, but in the end I settled for doing this only on the Shadowseers and some of the vehicles – it would have proven too tricky and time consuming on each individual model and I wanted to avoid mixing paints if at all possible, as I might not have been able to keep the mixes consistent. I used diamonds of different sizes and colours on the vehicles to convey the look of an ever-changing, constantly shifting diamond pattern.”

What we were all wondering, of course, was whether Gavin got his army painted on time for the Battlefield Birmingham event and, if so, how well did he do? “I did get it finished in time, yes,” says Gavin. “I even managed to win the Best Painted army award, which I was really pleased about. I find that events are a great motivator when it comes to painting, giving you an absolute deadline to work towards.

“As for the gaming, I came 33rd out of 66 players, so exactly mid-table. I was pretty pleased with that result considering I first read the rules for my army the night before the event! We were actually playing both Maelstrom of War and Eternal War missions at the same time (so used victory conditions for

PAINTING THE MASQUE

Gavin undercoated most of his Harlequins Corax White, then set about applying all the colours that you can see here, working to the tried-and-tested method of basecoat, wash, then highlight. When painting the checks, Gavin started by painting the whole area with White Scar, which covers very nicely over the Corax White undercoat. Then he painted a grid of horizontal and vertical lines with Troll Slayer Orange before painting diamonds where the lines intersected.



| | |
|--------------------------------|------------------|
| ORANGE | YELLOW |
| Fire Dragon Bright | Yriel Yellow |
| Basecoat | Basecoat |
| Fuegan Orange | Casandora Yellow |
| Wash | Wash |
| Lugganath Orange | Dorn Yellow |
| Highlight | Highlight |
| RED | BONE |
| Wild Rider Red | Ushabti Bone |
| Basecoat | Basecoat |
| Mephiston Red & Lahmian Medium | Seraphim Sepia |
| Wash | Wash |
| Fire Dragon Bright | Screaming Skull |
| Highlight | Highlight |
| DARK RED | GOLD |
| Khorne Red | Balthasar Gold |
| Basecoat | Basecoat |
| Carroburg Crimson | Agrax Earthshade |
| Wash | Wash |
| Wazdakka Red | Stormhost Silver |
| Layer | Highlight |
| Pink Horror | |
| Highlight | |



THE SILENT SHROUD

This masque acts in absolute silence, its Players speaking not a word. Their movements are but the softest sigh of silk upon the air. Even their weapons are muffled through technology and illusion, the hiss of gunfire and the clash of blades echoing dimly as though piercing the veil from another realm. Needless to say, this disorients and unsettles the masque's foes, only adding to the sensory confusion of the Harlequins' assault. Everything this masque does is veiled in secrecy and stealth, and it often appears from nowhere to stage impromptu performances without need for stage or accompaniment. Whether this be amid the bladed spires of Commorragh, or the blood and horror of the battlefield, it matters not to the Silent Shroud.

The Silent Shroud wear the rune of the thorn-strangled stave – a mythic weapon used by Kurnous, the hunting god of ancient Aeldari myth, to strike down his prey without making a sound.



THE ODD PLAYERS OUT

Most of the players in Gavin's force wear the bone and orange of the Silent Shroud, but there are a few anomalies within the masque, namely the Death Jesters and the Solitaire. "I painted the Solitaire's coat a darker, moodier red to make him stand out from the other Harlequins – I wanted him to look a bit more evil," says Gavin. "I used the same dark red on the collars and linings of the Death Jesters' coats for the same reason." The Solitaire also lacks any diamonds on his holo-suit, while the Death Jesters swap the masque's orange-and-white diamond pattern for a more sombre black-and-white one as is traditional in their role.



COLLECTING



both simultaneously), which was an interesting twist. In my first game, I fought Chaos Space Marines (it was a Nurgle-heavy army) and lost most of my army in the first turn to a hail of long-range shots! The few Harlequins that did manage to get into combat did chop up a few Bikers, though.

Then I came up against Thousand Sons and won on the Maelstrom objectives but lost in Eternal War – I simply got bogged down in summoned Horrors. I also had a really bad combat where I charged my Troupe Master, Shadowseer and a couple of players into a Sorcerer and failed to even hurt him, then lost a Harlequin in return, failed my morale test and had the unit wiped out!

In my third game, I won both missions against Blood Angels after surviving a barrage of shots from three Vindicators in the first turn. My luck had changed. My fourth game was against a flyer-heavy Ultramarines force – this time I lost on Maelstrom but won on Eternal War as I managed to deal with most of the enemy units before the flyers turned up. My last game was against Space Marines and Imperial Agents, which I lost on both missions. All of the enemy units were in Land Raiders and I just couldn't hurt them. That's part of the reason why I'm starting to paint an army of Imperial Knights. They can deal with anything! ☠



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PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, we have a double feature of Primaris Space Marines, with guides on how to paint both the Dark Angels and Blood Angels by Paul Norton of the Studio Army Painting team.



PAUL NORTON

Given that Paul was one of the talented painters behind the Studio's Blood Angels and Dark Angels armies, he's a top source of information about how to paint these Chapters. He's even applied the techniques shown here to painting a Space Marine Chapter of his own creation.

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.

The Primaris Space Marines have added new weapons and new marks of power armour to the armouries of the Blood Angels and Dark Angels but they're still Space Marines – these techniques work well with those in Mk. II through Mk. VIII power armour, too.

“First off, when painting darker power armour, you want to try and keep the highlights as neat as you can,” says Paul. “With the Dark Angels armour especially, you’ll want to keep the Moot Green as thin as you can and maybe do this highlight in multiple thin stages.”

DARK GREEN ARMOUR



1



Basecoat:
Caliban Green
Spray

2




Wash: Nuln Oil
M Shade

3



Layer: Warpstone Glow
S Layer

4



Layer: Moot Green
XS Artificer Layer

WINGED SKULL



1



Basecoat: Ushabti Bone
M Base

2



Wash: Seraphim Sepia
M Shade

3



Layer: Ushabti Bone
M Layer

4



Layer: Screaming Skull
S Layer

BLACK CASING



1




Basecoat:
Abaddon Black
L Base

2



Layer: Mechanicus
Standard Grey
S Layer

3



Layer:
Administratum Grey
S Layer

RED CASING



1



Basecoat:
Mephiston Red
M Layer

2




Wash: Nuln Oil
M Shade

3



Layer: Evil Sunz Scarlet
S Layer

4





















Layer:
Fire Dragon Bright
S Layer

GLEAMING METAL AND SOFT LEATHER

“When shading the metal, you’ll want to keep the Nuln Oil nice and thin,” says Paul. “If you want a slightly satin finish to the metal rather than matt, mix the Nuln Oil with Nuln Oil Gloss in equal ratios – it flows more easily into the recesses as well, giving an oiled finish to the metal, making it look like a revered relic of war.

“With the brown leather on the holsters and belt, the trick is to keep the edges looking round. With the Skrag Brown, you want a relatively thick highlight – to give the impression of a soft, rounded texture, instead of the crisp, hard feel you would get from razor-sharp highlights like you want on surfaces like the plasma incinerator casing and the power armour.”

| METAL | + | PLASMA COILS | + | WINGED SWORD | + | BROWN LEATHER | + | HELM LENSES | + |
|------------------------------------------------------------------------------------------------------------------------------------------------|---|--------------------------------------------------------------------------------------------------------------------------------------------------|---|---------------------------------------------------------------------------------------------------------------------------------------------------|---|----------------------------------------------------------------------------------------------------------------------------------------------|---|----------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| <div>1</div>  <div>Basecoat: Leadbelcher M Layer</div> | | <div>1</div>  <div>Basecoat: Temple Guard Blue M Base</div> | | <div>1</div>  <div>Basecoat: Celestra Grey M Base</div> | | <div>1</div>  <div>Basecoat: Rhinox Hide M Base</div> | | <div>1</div>  <div>Basecoat: Mephiston Red S Base</div> | |
| <div>2</div>  <div>Wash: Nuln Oil M Shade</div> | | <div>2</div>  <div>Wash: Soulstone Blue M Shade</div> | | <div>2</div>  <div>Wash: Drakenhof Nightshade M Shade</div> | | <div>2</div>  <div>Wash: Nuln Oil M Shade</div> | | <div>2</div>  <div>Layer: Trollslayer Orange S Layer</div> | |
| <div>3</div>  <div>Layer: Stormhost Silver S Layer</div> | | <div>3</div>  <div>Layer: Temple Guard Blue M Layer</div> | | <div>3</div>  <div>Layer: Ulthuan Grey M Layer</div> | | <div>3</div>  <div>Layer: Skrag Brown M Layer</div> | | <div>3</div>  <div>Layer: Yriel Yellow XS Artificer Layer</div> | |
| | | <div>4</div>  <div>Layer: Blue Horror S Layer</div> | | <div>4</div>  <div>Layer: White Scar S Layer</div> | | <div>4</div>  <div>Layer: Balor Brown S Layer</div> | | | |



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

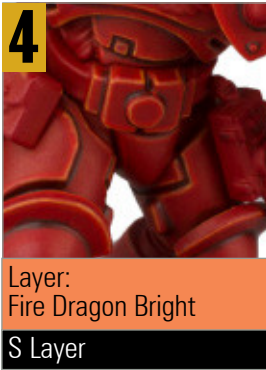
MODELLING AND PAINTING

BLOOD ANGEL BLACK ARMOUR AND UNDERSUIT RIBBING

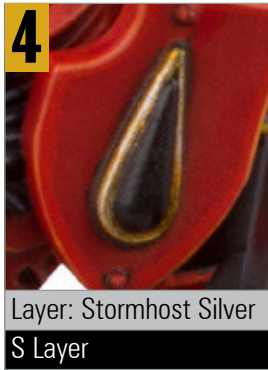
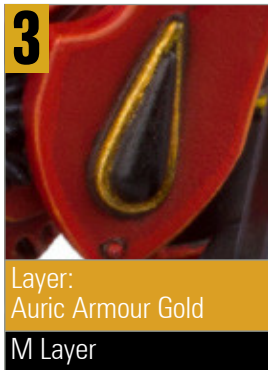
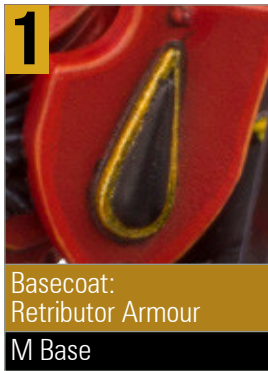
“The black winged skull on the chest and the bolt pistol casing are painted in the same way,” says Paul. “It’s also how the leather holster and the belt were painted – just apply wider highlights on the holster and the belt to show that it’s made of a more malleable material than the hard ceramite of a weapon casing.

“The undersuit on the armour is where you can save a bit of time. You can just paint it Abaddon Black and leave it at that. But, if you have plenty of time or you’re painting a character model, you can follow the steps for painting black on the undersuit as well, again keeping the first highlight slightly wider to simulate the rubberised texture of the material.”

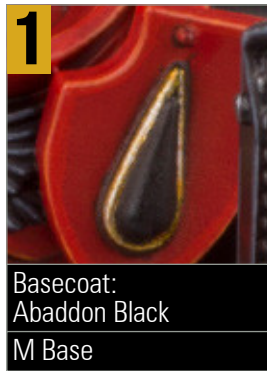
BLOOD RED ARMOUR



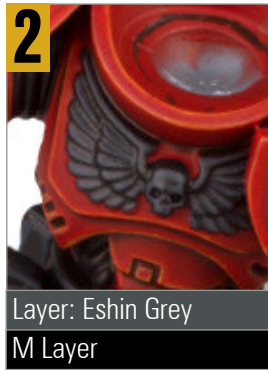
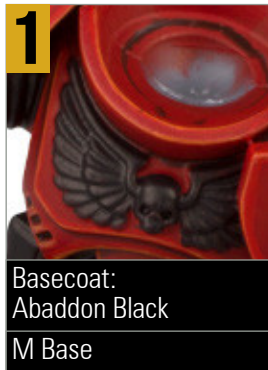
GOLDEN TRIM



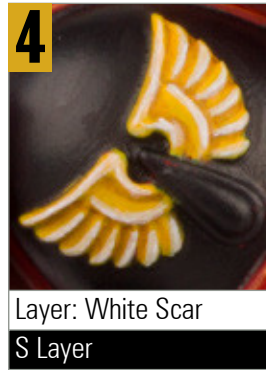
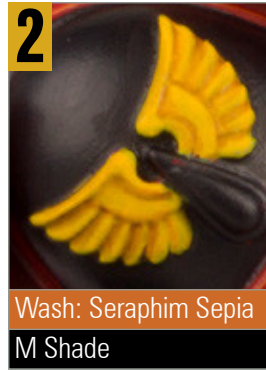
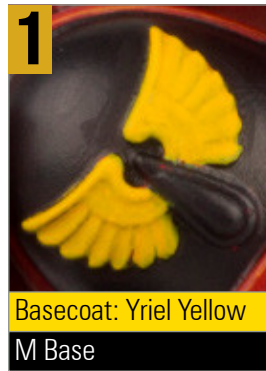
PURPLE GEM



BLACK ARMOUR



CHAPTER SYMBOL



CITADEL BRUSHES

PAINTING FACES

“When painting the faces, I find it’s best to keep bare heads as a separate sub-assembly,” says Paul. “That way, you can spray them Corax White, which is better for the light skin tones. Apply the second stage of Kislev Flesh (Baal Flesh step 5) as several thin layers just translucent enough to let some of the previous colour show through.

“That way you get a steady transition of colour like skin naturally has rather than hard lines between the layers. If you’re painting whole squads, you can stop after this step – just add step one from the Eyes and Teeth column and you’re done! Like with the undersuits, if you have time to spare or are painting one of your leaders, the further steps below give you a great finish.”

BAAL FLESH



1

Basecoat:
Ceramite White
M Base

2

Layer: Kislev Flesh
M Layer

3

Wash:
Reikland Fleshshade
M Shade

4

Wash: Druchii Violet
M Shade

5

Layer: Kislev Flesh
S Layer

6

Layer: Screamer Pink
XS Artificer Layer

7

Layer: Russ Grey
XS Artificer Layer

8

Layer: Flayed One Flesh
S Layer

9

Layer:
Pallid Wych Flesh
XS Artificer Layer

EYES AND TEETH



1

Basecoat: Rhinox Hide
M Layer

2

Layer: White Scar
S Layer

3

Layer: Abaddon Black
S Layer

4

Layer: Leadbelcher
S Layer

GOLDEN LOCKS



1

Basecoat: Zandri Dust
M Base

2

Wash: Seraphim Sepia
M Shade

3

Layer: Zandri Dust
M Layer

4

Layer: Screaming Skull
S Layer

5

Layer:
Pallid Wych Flesh
XS Artificer Layer

BOLT PISTOL 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.



READERS' MODELS

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



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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.

Blood Ravens Intercessor
by Dean Lecoq



Chaplain Cassius
by Travis Cooper



Bonesplitterz Savage Orruk Boss
by Julien Haesinger



Mannfred, Mortarch of Night
by Kit Reisch



Poxwalker
by Will Vale



Vandus Hammerhand
by Reece Stewart



Storm Reapers Intercessor
by James Collard



Craftworld Iyanden Farseer
by Piotr Jabukowski



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



READERS' MODELS

Blood Bowl Human Team
by Amy Snuggs



Putrid Blightkings
by Amy Snuggs



Brokk Grungsson
by Mateusz Sztraf



Sons of Horus Contemptor Dreadnought
by Christoffer McLaughlin Schou



Space Marines Stormtalon Gunship
by Simon Ross



Sons of Horus Praetor
by Christoffer McLaughlin Schou



Nobbla Blackwart
by Euan Bingham



Ultramarines Intercessor Sergeant
by Mateusz Sztraf



Sons of Horus Leviathan Dreadnought
by Christoffer McLaughlin Schou



Gaunt Summoner
by Chris Handley



READERS' MODELS

Space Wolves Land Raider
by Shane Blomberg



Death Guard Lord of
Contagion
by Joshua Dunkerley



Death Guard Noxious
Blightbringer
by Joshua Dunkerley



READER'S MODEL OF THE MONTH

This month, our Reader's Model is an Eldar Scorpion grav-tank painted by Damien Tomasina. If you're thinking the colour scheme looks familiar, it's because Damien also painted the Eldar Phantom Titan that won gold in the Unbound category at Golden Demon Europe in 2016. "This Scorpion tank is part of my Sons of Asurmen army," says Damien. "I wanted to create a yellow close to a non-metallic gold and a blue that transitioned from dark purple to light turquoise. For the blue, I undercoated the model Chaos Black then applied Kantor Blue as a basecoat with an airbrush. The first highlight was made with Caledor Sky, the second with Teclis Blue (with a spot of Warboss Green in it) and the last highlight with White Scar Air. I then painted Abaddon Black between all the panel lines."



1



2

"The fire on the gems represents the Wraith of Asurmen (1)," says Damien. "I sculpted over the cockpit with Green Stuff and painted it as a gem featuring the Yin Yang symbol of Asurman but with flames instead of the white part to represent the wrath and anger of the army."

Damien painted lots of freehand symbols onto the hull of his Scorpion, including the rune of the scorpion (2) on the right wing of the hull. The left side of the hull features a constellation in the shape of a scorpion.



Tzaangor Shaman
by Damien Tomasina



Ork Deff Dread
by Michael Weber





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...

With all the gaming that's gone on in the White Dwarf bunker this month, there's hardly been a moment where the gaming table hasn't been in use – between the four Battle Reports, the office Warhammer Age of Sigmar campaign (which Stu, for all his fancy words in last issue's Vox Chatter, seemed conspicuously absent from this month), Warhammer Quest-ing and Shadespire games, it's just not stopped. There were even times when gaming spilled out into the rest of the office – luckily you can play Shadespire on coffee tables and office desks. It's a hard life, sometimes...

Martyn and Michael have been hunched over the table by the sofas, talking in a mysterious code that we assume is about Shadespire deck building (either that or they've become possessed by Daemons), while Ben and Stu spent a few afternoons playing 'test games' of Necromunda on the 3D Specialist Games board. These practice games go some way to explaining just why Ben put so much effort into killing one particular ganger – and why Stu has been proclaiming to all who would listen that combat shotguns are 'the God-Emperor, if he were a gun'.



BATTLES IN SHADESPIRE

This month there's been a lot of action taking place in the Mirrored City, with Martyn, Dan and Michael all playing games of Warhammer Underworlds during their lunch breaks. Currently, Michael has scored the most victories, though he did suffer a messy defeat at the hands of Martyn's Ironjawz, which were in turn outmanoeuvred by Dan's Sepulchral Guard.



REINFORCEMENTS FOR THE IMPERIAL FISTS

Matt H has just gotten around to painting some of the new Intercessors from his copy of Dark Imperium and, true to form, he's painted them in the colours of his favourite Chapter – the Imperial Fists. This time, though, he's painting them as members of the 5th Company, as you can see from their black shoulder trims. The yello is Zamesi Desert, washed with Seraphim Sepia, before a tidy up of Zamesi Desert, a layer of Uriel Yellow and a final highlight of Dorn Yellow.



TESTING THE WATERS

After finishing his Warhammer Age of Sigmar Tzeentch army for Armies on Parade, Stu's dived straight into a fresh project of sorts.

"It's just a test model for the colours rather than the start of a new army," says Stu. "I really liked Jay Goldfinch's recipe for dark flesh in last month's Paint Splatter and wanted to try it out – and since Witch Elves are mostly skin, it seemed a good fit."

PHOTO-CEPTION

In The Model Photograph ([here](#)), Jonathan had the amusing task of taking pictures of himself taking pictures of miniatures. So not only did he have to set up a setup for the model he was photographing, he also had to create a setup for himself as the subject of another photo. "I did look around to see if there was a model holding a camera, then it could be taking a picture of the camera taking a picture of me taking a picture of it, but I couldn't find one," says Jonathan, sadly.



BURNIN' DOWN DA HOUSE!

As mentioned on our Facebook page a while back, Dan has made it his mission to recreate one of his favourite Battle Reports of all time – Last Stand at Glazer's Creek. When he's not painting Kharadron Overlords, he's working on more Orks to add to his collection. This month, it's a unit of Burna Boyz, and he's already got some Grots on his painting desk, too.



WARHAMMER QUEST

Earlier in the issue you will have seen the wonderful new quest for Shadows Over Hammerhal. Suffice it to say, we were pretty excited to play it. Gamemaster Keefe presided and put on his best dungeon-crawling cape and hat for the occasion before hiding behind the adventure book for a few hours, while Dan, Martyn, Jonathan and Matt H hacked their way through the sewers of Hammerhal (well, their characters did), eventually emerging victorious.

VOX CHATTER

This month in Vox Chatter, Dan and Matt reminisce on their favourite Battle Reports and talk about future ideas.



Matt: The first Battle Report I ever read was in issue 141 from 1991, which pitted the Eldar against Blood Angels. That was the Battle Report that inspired me to collect Eldar.

Dan: The first Battle Report I properly remember was the one in White Dwarf 200, where Abaddon attacked an Ork outpost. It was a really colourful game and had a great story behind it. What was the first Battle Report you fought in, though?

Matt: The Armageddon one in issues 248 and 249. It was four battles, all linked together – I had to try and disable the Ork Hulk that was bombarding the main battlefield. It was the first time I used my Black Templars in a Battle report, too. That was back in 1999.

Dan: Mine was a lot more recent – 2012. I got to play Adam Troke in the Middle-earth™ Strategy Battle Game. We played on a custom-built Goblin Town board and we turned off all the lights to make it more atmospheric. We did keep losing the dice, though...

Matt: What battle would you like to fight?

Dan: Well, we've got plans to refight Last Stand at Glazer's Creek, but I would really like to create a Warhammer Age of Sigmar battlefield that looked just like the art. I'm thinking rivers of metal, giant skulls and floating islands. You?

Matt: The Siege of the Emperor's Palace. Now that would be pretty memorable!



THE WAR FOR THE PLATEAU CONTINUES

Kharadron Overlords, Tzeentch Arcanites, Seraphon and Skaven – the Flamescar Plateau rings to the sound of battle once more this month as our four generals clash on the battlefields of the White Dwarf hobby room. But who is proving to be the most competent general?

GAME ONE

DAN VERSUS JONATHAN

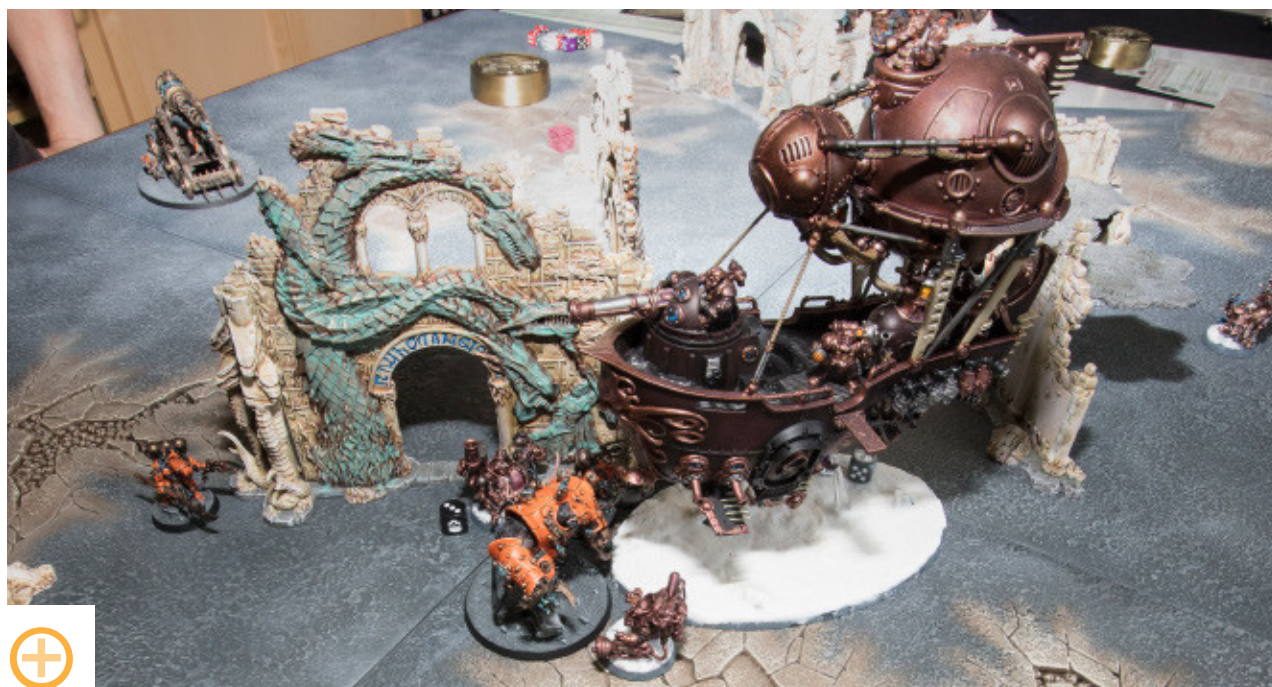
Dan and Jonathan were the first to play this month and, after drawing their Domain cards, found that they could both field exactly the same size of army. They selected armies of 1,220 points each and would be fighting over four objectives located around the battlefield.

Jonathan kicked off proceedings by launching his Endrinriggers straight at the Stormfiends. Their rivet guns boosted by the Aether-Khemist, they almost killed one Stormfiend with shooting alone, then killed two in combat with their aethermatic saws. Having almost lost his best unit in a single round of combat, Dan retaliated by firing every gun and warp lightning spell he could at the Endrinriggers, annihilating them in a storm of fire before turning his attention to the Ironclad. The Doomwheel, meanwhile, ran over a unit of Grundstok Thunderers before being blasted to pieces by the huge Kharadron skyvessel.

A firefight erupted in the centre of the battlefield between the surviving Thunderers and the Skaven weapon teams after Jonathan listened to Matt's advice of "Shoot the units that have two rats on the base". Despite having lost his most potent weapons, Dan quickly reduced the Ironclad to a single wound with sustained spell-casting and by dishing out mortal wounds with his Warp Lightning Cannon. Though he eventually blasted apart the huge sky-ship, Jonathan won the game, having secured two objectives to Dan's zero.

POISON WIND GLOBADIERS

"I've been wanting to field a pure Clans Skryre army for a while now," says Dan, "but I needed a second battleline unit to fight alongside my Stormfiends (yes, they're battleline in a Skryre list!). I opted for small unit of Globadiers that I converted using Clanrat models with spare gas mask-wearing heads from the Plagueclaw Catapult. The globes they're holding are mostly cannonballs and wizard orbs."



GAME TWO

JONATHAN VERSUS MEL

Fresh from his victory over Dan, Jonathan then challenged Mel and her Seraphon to a battle. They played a small game over the course of a lunch break, with Jonathan fielding 600 points to Mel's 500. The scenario was to take an objective in the enemy's deployment zone, but Mel stated very early on (and without provocation, we might add) "I just want to kill all of them." And that set the tone for the whole game.

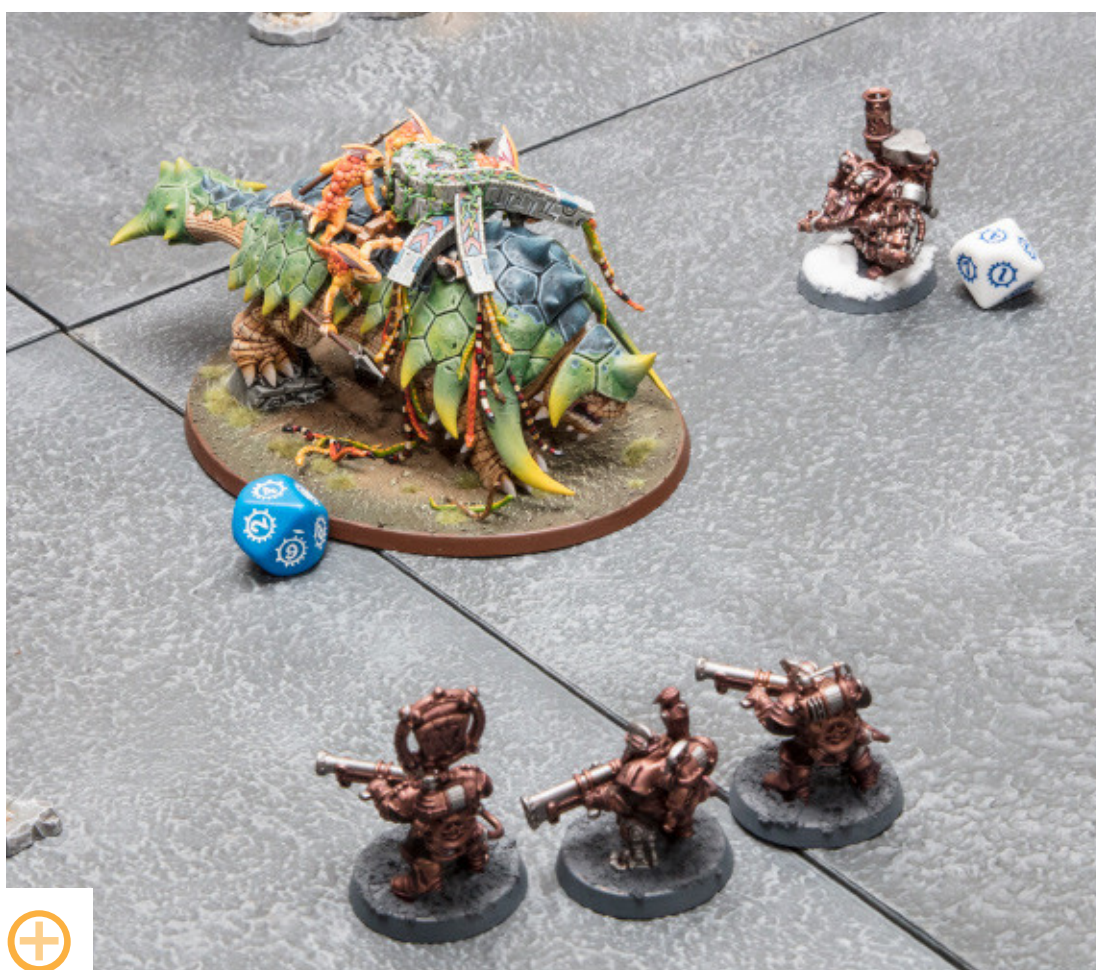
Mel went first and advanced straight towards the Kharadron, keeping her Starpriest near her Saurus Warriors to make their attacks deadlier in combat. In response, Jonathan shot the Saurus with everything he had, killing six of their number but leaving four still alive to charge into his Endrinriggers. Though the Kharadron gave a good account of themselves and killed off the Seraphon, only two duardin out of six were left alive by the end of the combat.

The Thunderers made short work of the Ripperdactyls (which were enraged by a well-placed Blot Toad) trying to eat them after the Aether-Khemist powered up their guns. The Endrinmaster killed the last of the flying Seraphon with a supercharged hammer.

Then came the snakes. Having finally lumbered into range, the Bastiladon unleashed a torrent of snakes, killing the last Endrinriggers, most of the Thunderers and badly wounding the Endrinmaster. Though the Kharadron tried to kill the rampaging Bastiladon, its slithering cargo finally wiped out the duardin.

THE BIGGEST HAMMER

"I've just finished painting an Endrinmaster for my Kharadron," says Jonathan. "I find the Ironclad tends to get shot at a lot, so I really wanted someone to repair it during my battles." Jonathan painted the armour of his Endrinmaster in the same style as his other Kharadron, with a Balthasar Gold basecoat, a Druchii Violet wash, followed by drybrushed layers of Sycorax Bronze and Runefang Steel.



THE STORY SO FAR...

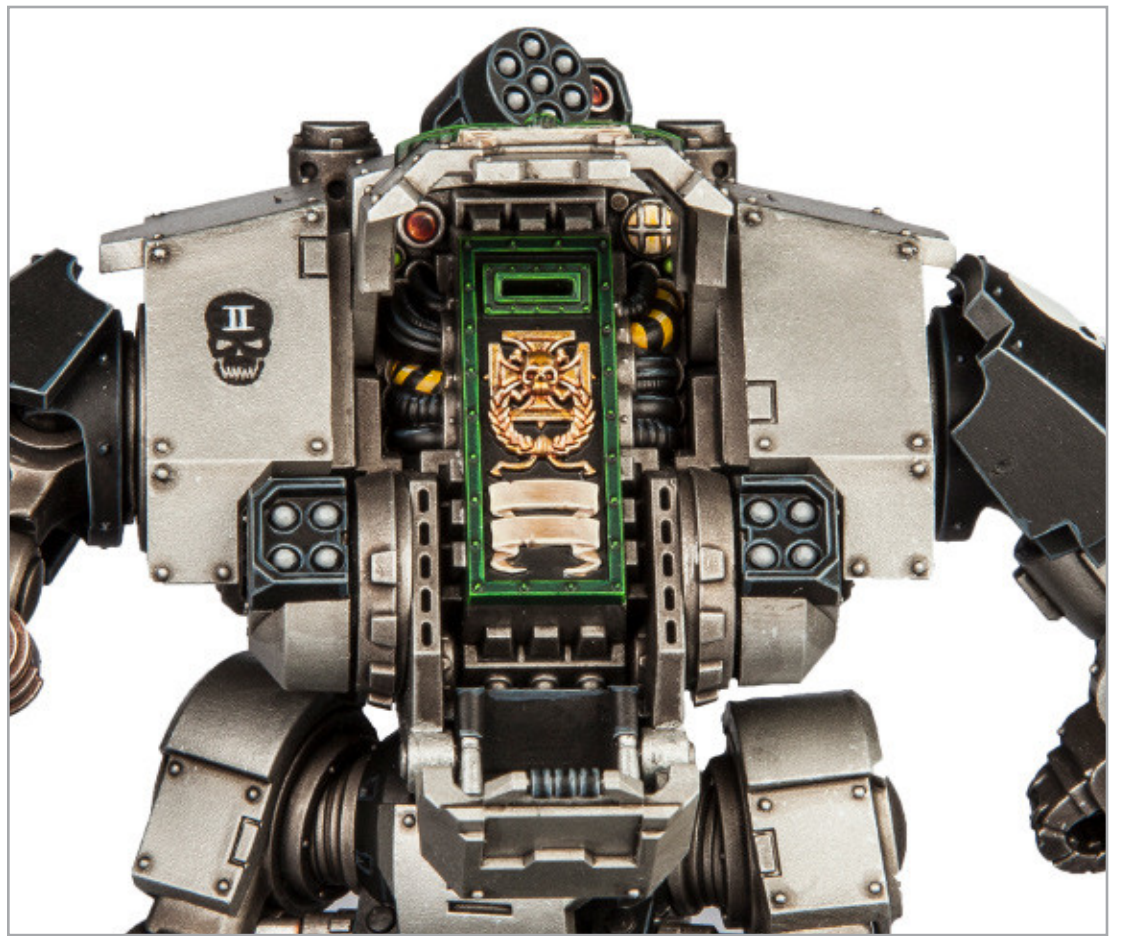
With Mel and Jonathan having both won a game this month, they both claimed a territory on the Flamescar Plateau before fortifying it. Jonathan used his build points to construct a War Lodge for his Kharadron (to make more skyvessels), while Mel built a Barracks, both of which enable them to build larger armies if they draw that domain card when they next play. Dan, who lost his game, garrisoned his existing territories. Mel and Jonathan now have two glory points each, but more glory may soon be had as secret objectives are completed.

IN THE BUNKER

Closing out this issue is Michael's Redeptor Dreadnought, which he managed to build and paint inside a fortnight – something of a record for our production editor.

"It's the first model I've finished for my Doom Legion army," says Michael. "The metal was simple enough to do – just washes and drybrushes. As that's most of the model, I could spend more time on the non-metal details, like the Doom Legion's Chapter icons, which are a mix of freehand and transfers. I'm really happy with how the Redeptor turned out."

We were amazed Michael has actually finished something without getting distracted by another model. Though we are forced to wonder if he'll apply his new-found painting mojo to finishing the other three or four (or five or six) modelling projects on his desk... 🦴



NEXT MONTH


WHITE DWARF JANUARY 2018 ON SALE FRIDAY 05 JANUARY

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FREE CARDS!

Here you can find the free cards included with this issue. Below you can find a Healing Potion card for Warhammer Underworlds: Shadespire and if you swipe on a Special Play card for Blood Bowl and (within the section for the gamesmaster's eyes only) four new Shadows Over Hammerhal skill cards and two new treasure cards to shuffle into your decks, four treasure cards specific to the new activities a new achievement card and a new Cinderfall Activities card.



NAUGHTY OR NICE

“IT’S THAT TIME OF YEAR AGAIN WHEN THE LEAGUE REWARDS THOSE PLAYERS WHO HAVEN’T (YET) BEEN CAUGHT CHEATING AND MAKES AN EXAMPLE OF THOSE THAT HAVE!”

TIMING

Play at the start of the game, immediately before placing any players on the pitch.

EFFECT

Randomly select three players on your team that do not have the Loner skill and roll a D6 for each (if a selected player has the Loner skill, randomly select a new one).

On a 2+, that player gains the Pro skill (if they haven’t got it already) until the end of the game.

If the roll is a 1, the player’s various indiscretions this season (both on and off the pitch) have been noticed by the league who have decided to take immediate action – that player gains the Loner skill until the end of the game.

SPECIAL PLAY



RANDOM EVENTS

The background is a close-up, textured image of a stone wall. The stones are irregular in shape and size, with a color palette ranging from dark, charcoal grays to deep, earthy browns. A warm, orange-brown light emanates from the bottom of the frame, creating a strong gradient that illuminates the stones and casts long, soft shadows. The overall effect is one of mystery and ancient grandeur.

**GAMESMASTER'S
EYES ONLY!**



VISITING CINDERFALL

There are three additional activities heroes can choose to carry out during their visits to Cinderfall. Each hero still only chooses one activity to carry out in each visit.

RAVEN BRIDGE BASTILLE

This daunting edifice stands on the edge of Cinderfall, guarding the approach from the Raven Bridge. It has recently opened its doors to soldiers of fortune looking to earn additional coin in exchange for tackling some of the stickier problems currently plaguing Cinderfall.

If any heroes choose to go to the Raven Bridge Bastille, they learn of the following bounties: (if you only have rules for one or two of these dungeons, only reveal those bounties – reveal any new bounties whenever a hero returns to the Bastille).

Raze the Temple of Slaughter: We have reason to believe that we have located a minor temple devoted to one or another of the Chaos Gods here in Cinderfall. With Sigmar's finest fighting the greater hordes of Chaos, your city calls you to vanquish this den of heretics in the God-King's name.

Scour the Verminlair: Reports of localised looting and a plague of vermin in the Ashen Tangleways bears investigation. We need adventurers willing to find and exterminate any nests of scavengers and/or monstrous ratmen in the area.

Empty the Darkhold Garrison: We are concerned to report that, following the quake that devastated Black Iron Way, a fortified structure has been constructed amidst the ruins. The occupants have not responded to our repeated enquiries, so a bounty will be paid to any who investigate and, if necessary, bring to justice those within.

The party can now choose to descend to any of these dungeons instead of returning to the dungeon in the Adventure Book (the whole party can do this – it is not restricted to the hero or heroes that visited the Bastille). If they do so, their progress in the dungeon in the Adventure Book is unaffected and they can return to that adventure after any visit to Cinderfall. Similarly, the heroes' progress in each of these dungeons is unaffected if they choose to interrupt their exploration of one of them to investigate another or continue adventuring in the dungeon in the Adventure Book.

When any hero returns to the Raven Bridge Bastille having met any of the following conditions, they can claim the bounty. If they have met more than one of the following conditions, they can claim all relevant bounties. Do not tell the adventurers the conditions for claiming the bounty.





Scour the Lair: The heroes have explored 2-F and 3-B of the Verminlair.

Raze the Temple: The heroes have explored 2-B and 3-C of the Temple of Slaughter.

Empty the Darkhold: The heroes have explored 1-E and 2-A of the Darkhold Garrison.

In each case, the bounty is 3 renown for each hero in the party.

When the third bounty is collected, tell the adventurers that there are no more bounties at present – they can no longer choose to visit the Raven Bridge Bastille.

CONRAN'S CONTEST OF CONSIDERABLE CHALLENGE

Conran is a notorious figure in Hammerhal, known for associating with all sorts of ne'er-do-wells, making shady deals and looking to dupe anyone not aware of his reputation. This time, he has managed to convince an assortment of sellswords, heroes and acrobats to compete in feats of strength, skill and fortitude. Each hero who visits this location can choose to take part in Conran's challenge – they might even learn a trick or two!

Each hero who chooses to take part in Conran's challenge rolls on the table below to determine how well they perform in the contest. They add 1 to their roll for each skill they have.

CHALLENGE TABLE

| D6 | Result |
|-----|------------------------------------------------------------------------|
| 1-2 | Dismal failure. The hero suffers a grievous injury. |
| 3-5 | Valiant effort. The hero suffers a grievous injury, but gains a skill. |
| 6-7 | Strong showing. The hero gains a skill. |
| 8+ | Champion. The hero gains a skill and D3 pieces of gold. |

GUILD OF BLADES

The Guild of Blades is a very grand name for what is essentially a company of mercenaries. For enough coin, heroes can recruit one of these fighters to accompany them into the depths of Cinderfall. The fighters who make up this company are a motley assortment, down on their luck and unwilling to talk about how they ended up in these straits, but each is a formidable ally.

A hero who visits the Guild of Blades can barter for the services of a mercenary to accompany the party on their next journey into the dungeons. To do so, they

must choose which mercenary they want to recruit from the list below and then roll on the table below to determine how down on their luck the mercenary is – this will determine their asking price. If the hero cannot afford the mercenary, they cannot recruit them. If they can afford the mercenary, they can choose to pay the asking price and recruit the mercenary or they can refuse the asking price and not recruit the mercenary.

The mercenaries available for hire are as follow (if you do not have the relevant Citadel miniature or rules, that mercenary is not available for hire):

- Freeguild General (this hero's rules are included in this issue of White Dwarf)
- Gunmaster (this hero's rules are included in this issue of White Dwarf)
- Battlemage (see Warhammer Quest Silver Tower Hero Cards or the Silver Tower app)
- Unforged (see Warhammer Quest Silver Tower Hero Cards or the Silver Tower app)
- Assassin (see Warhammer Quest Silver Tower Hero Cards or the Silver Tower app)

MISFORTUNE TABLE

| D6 | Price |
|-----|----------------------------------|
| 1-2 | 5 pieces of gold |
| 3-4 | 4 pieces of gold |
| 5-6 | 3 pieces of gold or one treasure |

Although more than one hero can visit the Guild of Blades, only one mercenary can accompany the party on their next journey. Each hero must decide if they will pay the asking price (if they can) when they carry out this activity, (i.e. before another hero attempts to barter for a mercenary). The next time the party returns to Cinderfall, the mercenary leaves the party.

RED YUGOL'S REVELRIE

While not a new location, there are some additional rules for Red Yugol's Revelrie. Do not reveal these new rules to the adventurers until the conditions are met.

If a hero visits Red Yugol's Revelrie and they have one or two of the Artefacts of Hezerek, the adventurer can make two guesses, rather than one, when trying to guess the score of the dice hidden by the gamemaster. Whether they are successful or not, read them the following text: Red Yugol looks at you sharply, and taps his All-seeing Eye thoughtfully. 'You are not he, but the three I see. While I tarry with thee, does Hezerek hound me?'

TEMPLE OF SLAUGHTER

The air quickly becomes heavier as you descend the stairs from the ruin above. The further you descend, the quicker your heart beats, regardless of your efforts to calm yourself. As you reach the bottom of the stairs, just for a moment the air seems to ripple before you, and you think you catch a glimpse of an endless scorched landscape, the ground soaked in blood.

UNEXPECTED EVENT TABLE

| D6 | Event |
|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Reinforcements: You hear wild shouts echoing through the temple. Place 5 Chaos Marauders (or 5 Bloodreavers) on 1-A as an ambush. If there are any heroes in 1-A, re-roll this result. |
| 2-3 | The Veil Tears: Once again, just for a second you see a flicker of a bloodstained plain under a black sky, and countless slaughtered armies. Add 1 to any rolls you make on the ambush table. Any rolls of more than 6 count as a 6. If you roll this result again, add 2 to any rolls you make on the ambush table instead, and so on. This effect lasts until the heroes return to Cinderfall. |
| 4-6 | Ambush: The heroes have been ambushed! Roll on the ambush table. |

AMBUSH TABLE

| D6 | Ambush |
|----|----------------------------------|
| 1 | 3 Bloodletters (or Bloodreavers) |
| 2 | 4 Bloodletters (or Bloodreavers) |
| 3 | 5 Bloodletters (or Bloodreavers) |
| 4 | 6 Bloodletters (or Bloodreavers) |
| 5 | 7 Bloodletters (or Bloodreavers) |
| 6 | 8 Bloodletters (or Bloodreavers) |

STAIRWELLS

- A – Entrance.**
- Ascend: Tell the adventures that they can either end the expedition and return to Cinderfall or stay on this stairwell and start a new round.
- Descend: Not allowed.
- B – Stairs Up & Down.** You have discovered a stairwell that leads both upward and downward.
- Ascend: As you climb the long stair, the air becomes almost too hot to breathe, and the stones in the wall become hot to the touch. Mercifully, as you keep climbing the heat recedes, and at the top of the stair you find relatively cool air waiting for you. Set up the heroes in Stairwell D.
- Descend: You can't help noticing that the stairs are stained by what is undoubtedly blood – and a lot of it. You begin to dread what awaits you below. Set up the heroes in Stairwell C.
- C – The Charnel Stair.**
- Ascend: Set up the heroes in Stairwell B.
- Descend: Not allowed.
- D – Stair to Ascendancy.**
- Ascend: Not allowed.
- Descend: Set up the heroes in Stairwell B.
- E – Hidden Descent.** You have discovered a hidden stair that spirals down through the temple.
- Ascend: Not allowed.
- Descend: You can't help noticing that the stairs are stained by what is undoubtedly blood – and a lot of it. You begin to dread what awaits you below. Set up the heroes in Stairwell F and set up the hidden portal.
- F – Hidden Ascent.** You have discovered a hidden stair that spirals up through the temple.
- Ascend: As you climb the long stair, the air becomes almost too hot to breathe, and the stones in the wall become hot to the touch. Mercifully, as you keep climbing the heat recedes, and at the top of the stair you find relatively cool air waiting for you. Set up the heroes in Stairwell E and set up the hidden portal.
- Descend: Not allowed.



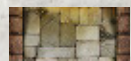
Entrance



Hidden Portal
(only place when
revealed)



Portal



1-A. Corridor

The door opens on a cramped corridor, with a heavy door at the far end.

Adversaries: None.

Special Rules: None.

Secret: You hear raised voices from beyond the far door.

1-B. The Blooding Chamber

A sizeable room before you throngs with tattooed warriors, all standing with arms raised and blood streaming from innumerable cuts. As the door opens, they cease their ritual and seize their weapons.

Adversaries: 5 Chaos Marauders (or 5 Bloodreavers). Place each model on one of the spaces marked with a circle.

Special Rules: None.

Secret: The searcher finds a ritual knife that is warm to the touch. Ask the searcher if they wish to keep the knife or destroy it. If they destroy it, it is lost forever. Make a note of their decision.

2-A. The Burning Approach

The flagstones in this room shift gradually underfoot and are uncomfortably hot to the touch.

Adversaries: None.

Special Rules: Halt the hero phase immediately if a hero moves more than 3 spaces in this chamber in a single move action. Stop them on the fourth space and read them this: The flagstone lurches under your feet, revealing bubbling magma just underneath the floor! The adventurer must roll a dice. If the total is equal to or higher than their Agility, nothing happens. Otherwise, they suffer D3 wounds. The adventurers can then carry on with the hero phase. Halt the hero phase again whenever a hero moves more than 3 spaces in this chamber in a single move action and make them take an ability test to avoid damage as described above (but do not tell the adventurers this will happen).

Secret: Nothing is found.

2-B. The Offertory

A grate in the floor allows movement across this unhallowed chamber, and the magma running underneath casts fiendish shadows on

the leering faces of the cultists that rush to slaughter you.

Adversaries: Slaughterpriest and 3 Chaos Marauders (or Bloodreaver Chieftain and 7 Bloodreavers). Place them on any of the spaces marked with circles.

Special Rules: If you place a Bloodreaver Chieftain, they have 9 Vigour rather than 4. If a hero took the ritual dagger from 1-B, if they are in this chamber and there are no enemies on the board, read them this: You feel a searing heat where you stowed the dagger you retrieved from the lower chamber. As you tear it out and cast it to the floor, you see that it moves of its own accord towards a hollow in the wall. If you read this text, heroes that make a Search action in this chamber can add 2 to their roll when they do so.

Secret: On inspecting a hollow in the wall, you find a strange artefact. Give the searcher the Hezerek's Belt treasure card.

2-C. Shifting Script

This chamber's floor is covered in script scrawled in blood that writhes and shifts even as you look at it.

Adversaries: None.

Special Rules: Add 1 to the roll to determine if there is an ambush as long as there is at least one hero in this chamber.

Secret: A careful inspection of the western wall of the chamber reveals a section of wall that swings back when a catch is released. Set up the hidden portal.

3-A. Discarded Bones

You have found the room in which the cultists leave the carcasses of their victims. Headless bodies are strewn about, though there is no sign of their murderers.

Adversaries: None.

Special Rules: None.

Secret: The searcher finds an extra D3 pieces of gold on the bodies.

3-B. Flaying Pit

If the heroes opened the portal into this chamber: A grisly sight is before you – bulky warriors are crouched over severed heads, performing some foul ritual to ready them for offering to their dark master. Your intrusion does not go unnoticed – they drop their bloody

work and bellow war cries.

Otherwise: A grisly sight is before you – severed heads lie discarded on the floor, in various stages of preparation for some foul ritual.

Adversaries: 3 Skullreapers (or 3 Putrid Blightkings, not including a Blightlord). Place each model on one of the spaces marked with a circle. (Do not place these adversaries if they have already been placed according to the rules in 3-C).

Special Rules: If the heroes have not yet visited 3-C, keep count of the number of rounds played from the opening of the door (including that round). At the beginning of the adversary phase of the third round, open the portal to 3-C and set up a Skullgrinder (or a Blightlord) adjacent to the eastern portal in 3-C. They can be activated in this phase.

Secret: Nothing is found.

3-C. The Skull Heap

Skulls are stacked in piles in the corner of the room, testament to the countless victims of this bloody cult. If the heroes opened the portal into this chamber: A champion of the dark gods stands amidst the trophies.

Adversaries: Skullgrinder (or Blightlord). Place them on the space marked with a circle. (Do not place this adversary if they have already been placed according to the rules in 3-B.)

Special Rules: If the heroes have not yet visited 3-B, keep count of the number of rounds played from the opening of the door (including that round). At the beginning of the adversary phase of the third round, open the portal to 3-B and set up 3 Skullreapers (or 3 Putrid Blightkings, not including a Blightlord) anywhere in 3-B. They can be activated in this phase.

Secret: You find a chain hidden in one of the piles of skulls. A sharp tug reveals a hidden portal in the western wall. Set up the hidden portal.

Read if the heroes fail in their quest:

The cultists blades flash again and again as they tear into you, and the last thing you feel as you slip into merciful oblivion is the edge of a knife sawing at your neck.



HEZEREK'S BELT

This belt activates in any moment of stillness, empowering the bearer for a short while.

This is an **Artefact of Hezerek**. When a hero with Hezerek's Belt saves any hero dice, they can choose one dice to increase by 1 point in value rather than reduce by 1. If the party has two Artefacts of Hezerek, increase the dice by 2 points instead, or 3 points instead (up to 6) if the party has three Artefacts of Hezerek.

TREASURE

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HEZEREK'S BRACERS

These bracers allow the wearer to slip between their foes with near perfect impunity.

This is an **Artefact of Hezerek**. A hero with Hezerek's Bracers has an Agility value of 4+ (unless it would normally be better). If the party has two Artefacts of Hezerek, the hero has an Agility value of 3+ instead, or 2+ instead if the party has three Artefacts of Hezerek.

TREASURE

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HEZEREK'S WAND

This aged rod is a potent weapon.

This is an **Artefact of Hezerek**. A hero with Hezerek's Wand can use the following weapon action:

| WEAPON ACTION | Range | Hit | Dmg. |
|---------------------|---------|-----|------|
| Hezerek's Bolt (5+) | Missile | 4+ | 1 |

If the party has two Artefacts of Hezerek, this weapon action deals D3 Damage instead, or D6 Damage instead if the party has three Artefacts of Hezerek.

TREASURE

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ENCHANTED EYE

This macabre artefact grants the wearer foreknowledge that can guide their actions.

You can re-roll any rolls of 1 from each of your hero's action rolls.

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DUST OF DESPERATION

This strange, glowing green dust grants great power when inhaled, but at great cost.

After making an action roll for this hero, you can discard this card. If you do, this hero suffers 1 wound, but all of their remaining hero dice increase in value by 1 (any 6s are unaffected).

TREASURE

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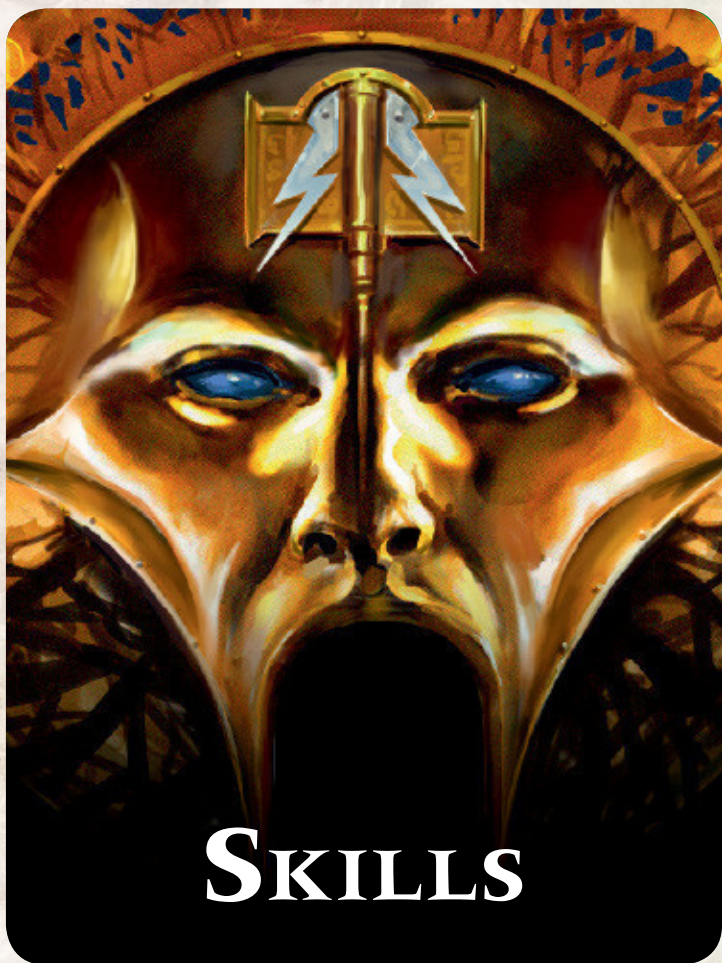
CROWN OF COMMAND

This circlet contains a powerful charm that, when used, temporarily gives the wearer absolute authority over those around them.

You can discard this card in the Destiny phase, before any dice are rolled. If you do, take the torch card.

TREASURE

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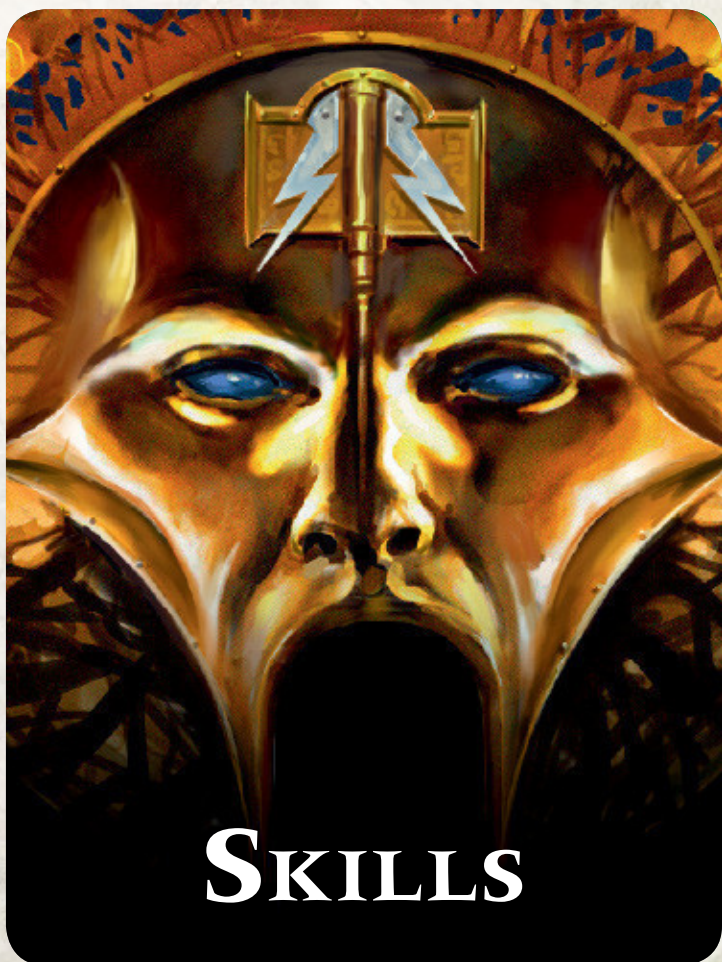
BEST UNDER PRESSURE

You're at your best when the odds are stacked against you.

Once per hero phase you can increase the value of a destiny dice by 1 when you use it.

SKILL

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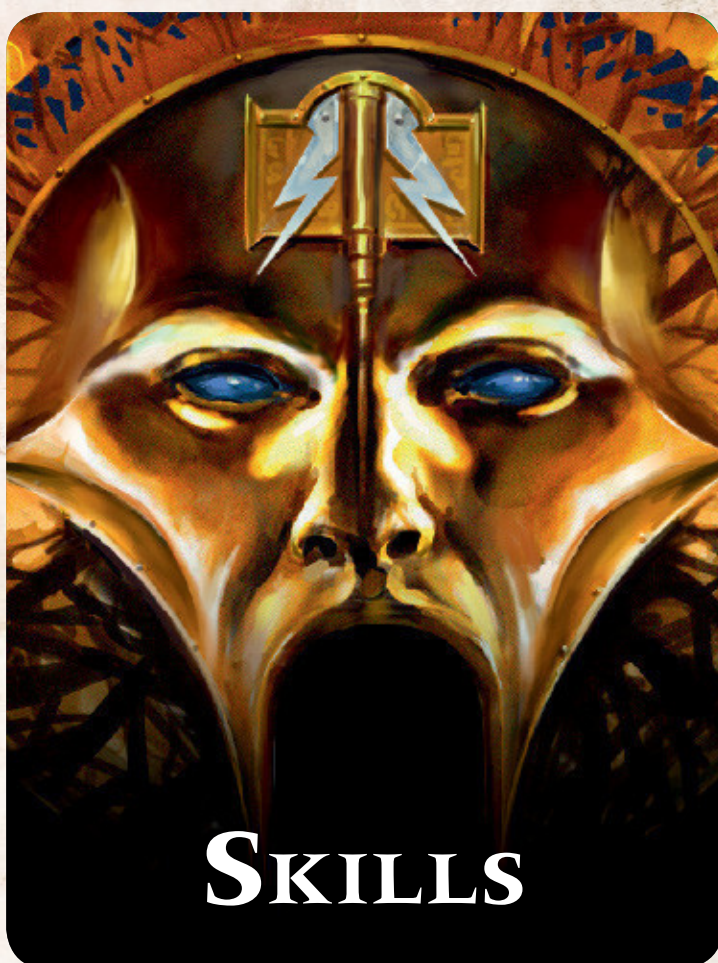
COORDINATED STRIKE

You know how to make the most of your companions, and are ready to strike at each opening they create.

You can add 1 to attack rolls for this hero's weapon actions with Combat range if there is at least one other hero in a space adjacent to their target.

SKILL

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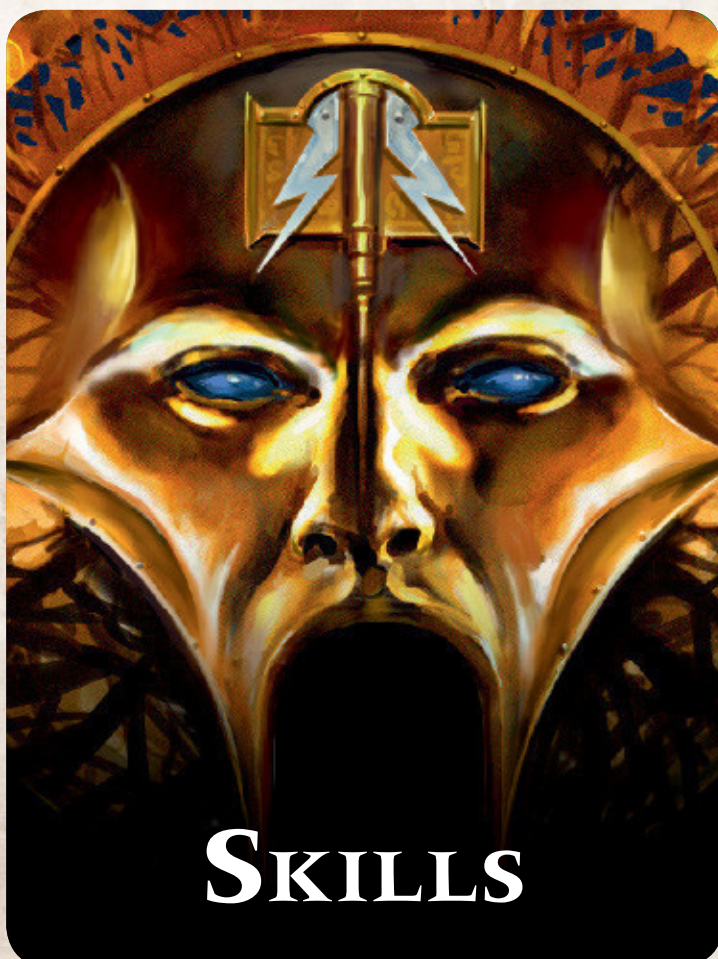
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GO-GETTER

Your energy is boundless, and when others are taking their ease you always find a way to get more done.

You can undertake one additional activity each time you return to Cinderfall.

SKILL



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GRIM SLAYER

When faced with a foe of great power, you are undaunted – no matter the challenge, you intend to overcome it.

If this hero hits a foe with a Vigour value of 5 or more with a weapon action, they inflict 1 additional wound.

SKILL

CINDERFALL ACTIVITIES

Drinking Contest

Gambling

Baugren's Bountiful Bazaar

Chapel of the Shattered Blade

Guild of Certified
Thaumaturgists

House of Venargo

ACTIVITIES

CINDERFALL ACTIVITIES

Red Yugol's Revelrie

The Riftmarket

Conran's Contest of
Considerable Challenge

Guild of Blades

Raven Bridge Bastille

ACTIVITIES

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ACHIEVEMENT V



ACHIEVEMENT V

Start with one random
treasure each if you play again
at a higher difficulty.

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